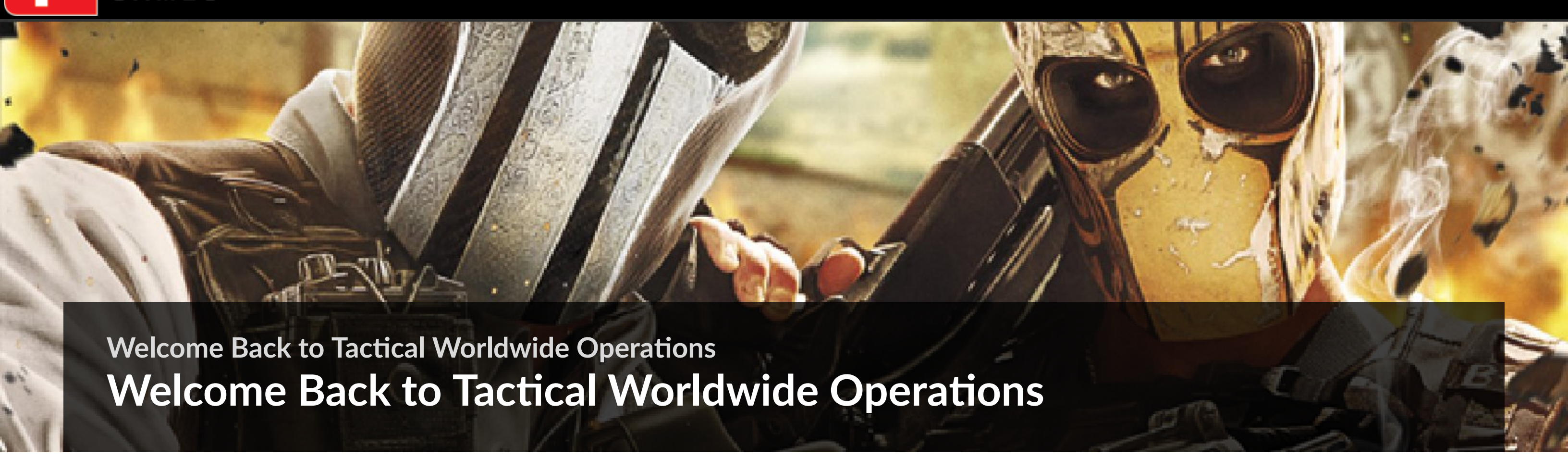


Welcome Back to Tactical Worldwide Operations

Welcome Back to Tactical Worldwide Operations

Army of Two: The Devil's Cartel marks the return of the tactical co-op shooter franchise. Placing the maximum amount of emphasis on "co-op," players are highly encouraged to fight their way through the city of La Puerta with a friend at their side, either through split screen mode, or through the internet on XBox Live or the Playstation Network. There's a reason why these games are called Army of TWO. You are up against incredibly tough odds. The cartel will always outnumber you, and technically they will also always outgun you. Fortunately, whether you have a human partner to play with or you rely on the backup of your AI-controlled assistant, you have a distinct advantage over anything they can send your way: there are TWO of you. What chance have they really got?

This guide will teach you the basic gameplay fundamentals of Army of Two: The Devil's Cartel, and how to take advantage of those basic skills to transform the duo of Alpha and Bravo into the most destructive force to ever walk down a single city block. You'll learn how and when to deploy the highly destructive Overkill ability to lay waste to a ridiculous number of gangsters (and pretty much any piece of scenery unfortunate enough to be within fifty feet of them). Everything there is to know about La Guadaña and the weapons you will use to kill them are in this book. Most importantly, this guide will walk you through every chapter of every mission on the Hard difficulty, calling out tough enemy encounters, flanking routes, and any alternate strategies you can use to cut down cartel scum like it's going out of style.

Get your ballistic mask, get your gun, and get ready to earn that payday.

Foreword

First things first, we hope you enjoy Army of Two the Devil's Cartel!

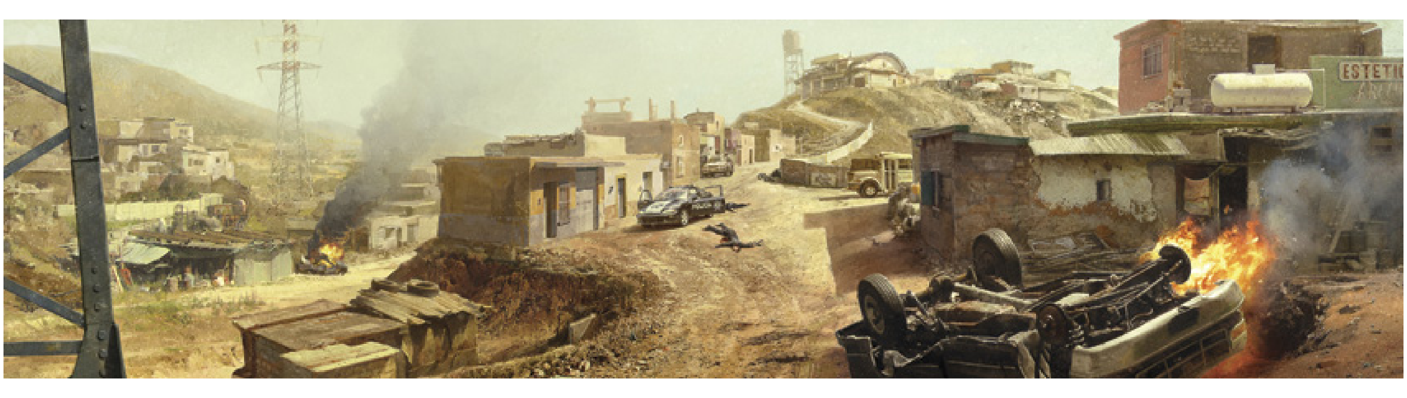
When we started our goal was to create a high-octane experience that players could play with a friend, brother, sister, partner and even solo! For over two years all our decisions were driven by the goal to be the ultimate cooperative action blockbuster game by mixing massive destruction, intense firefights, tricked out guns and gruesome dismemberment. We were committed to replicating the vibe of our favourite action movies.

So grab a friend, sit back and get ready for one hell of a ride!

The Army of Two team

Army of Two: The Devil's Cartel

La Puerta is On Fire



Drug cartels have a lengthy and colorful history in Mexico. They are pervasive and present throughout society like a cancerous growth. Attempts to shut them down from the outside have met with mixed results. The legal system faces corruption on an unprecedented scale as the cartels attempt to bribe any government official, lawyer, or officer of the law that they can get their hands on. Those who cannot be bribed are intimidated into silence. If they refuse to be intimidated, they are killed. Thousands of lives join the increasing body count attributed to cartel-related violence every year.

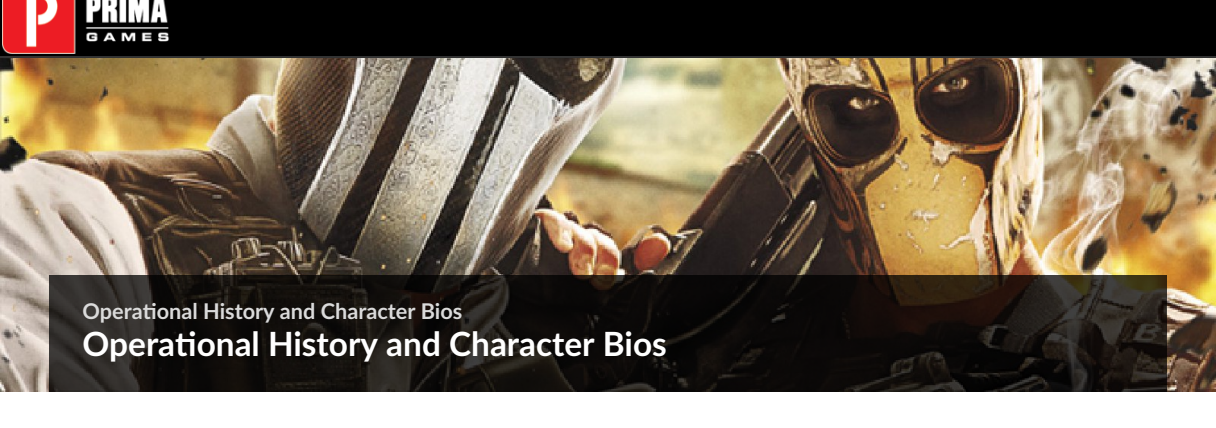
For the people of La Puerta, the situation is almost completely beyond the control of the police and the government. The brutal La Guadaña cartel rules the city through violence and fear. Their ambitious leader seeks to take the cartel worldwide, amassing an army of followers and an arsenal of firepower fit for a third world nation's military.

Hope has not died out entirely, however. There are still people who are willing to resist the cartel, and some who are willing to take up arms against it. The mayor of La Puerta has managed to galvanize the people into action. The battle for the city is being fought with words and bullets, and there are fighters on all sides of this war.

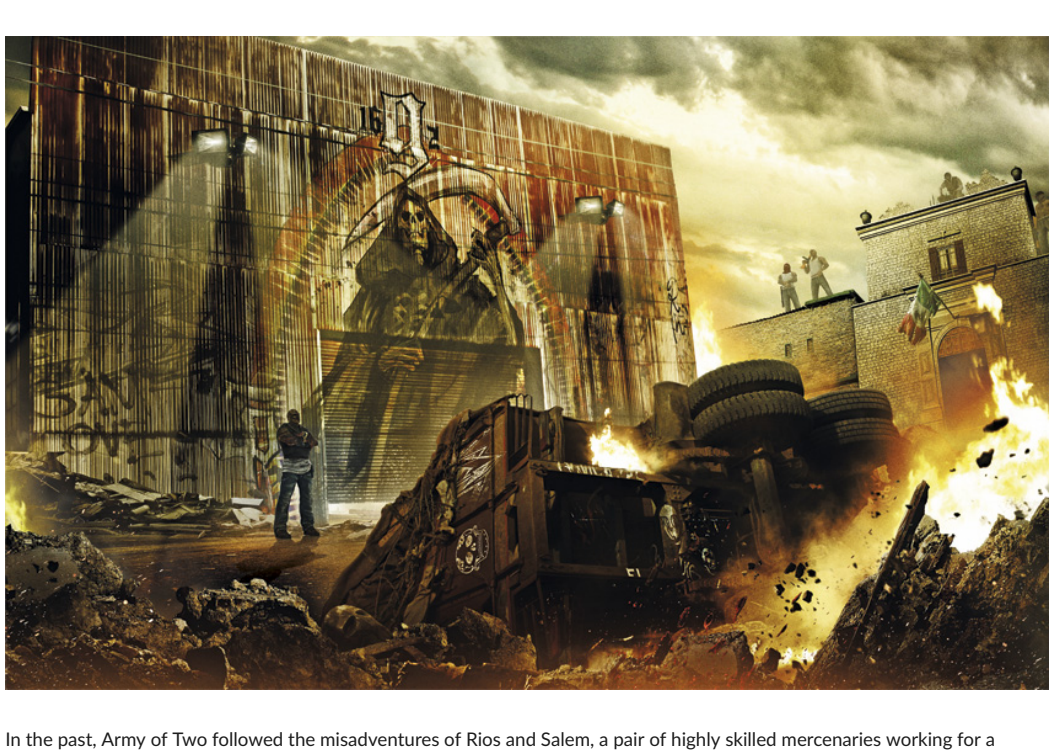
La Guadaña refuses to tolerate a lone politician standing in their way, and the mayor knows that he cannot rely on the police for protection. He has turned to a special contractor: a private military corporation (PMC). Tactical Worldwide Operations (T.W.O.) provides bodyguards to protect him on the eve of his re-election efforts. He sees this as a show of strength, a show that says he still stands outside of La Guadaña's reach.

La Guadaña sees it as a declaration of war. To them, war is a means to ensure that their "business" goes unhindered, and they are unafraid to exercise this option.

For T.W.O., war is business—one that its operators have become exceedingly proficient at. This is where you come in.



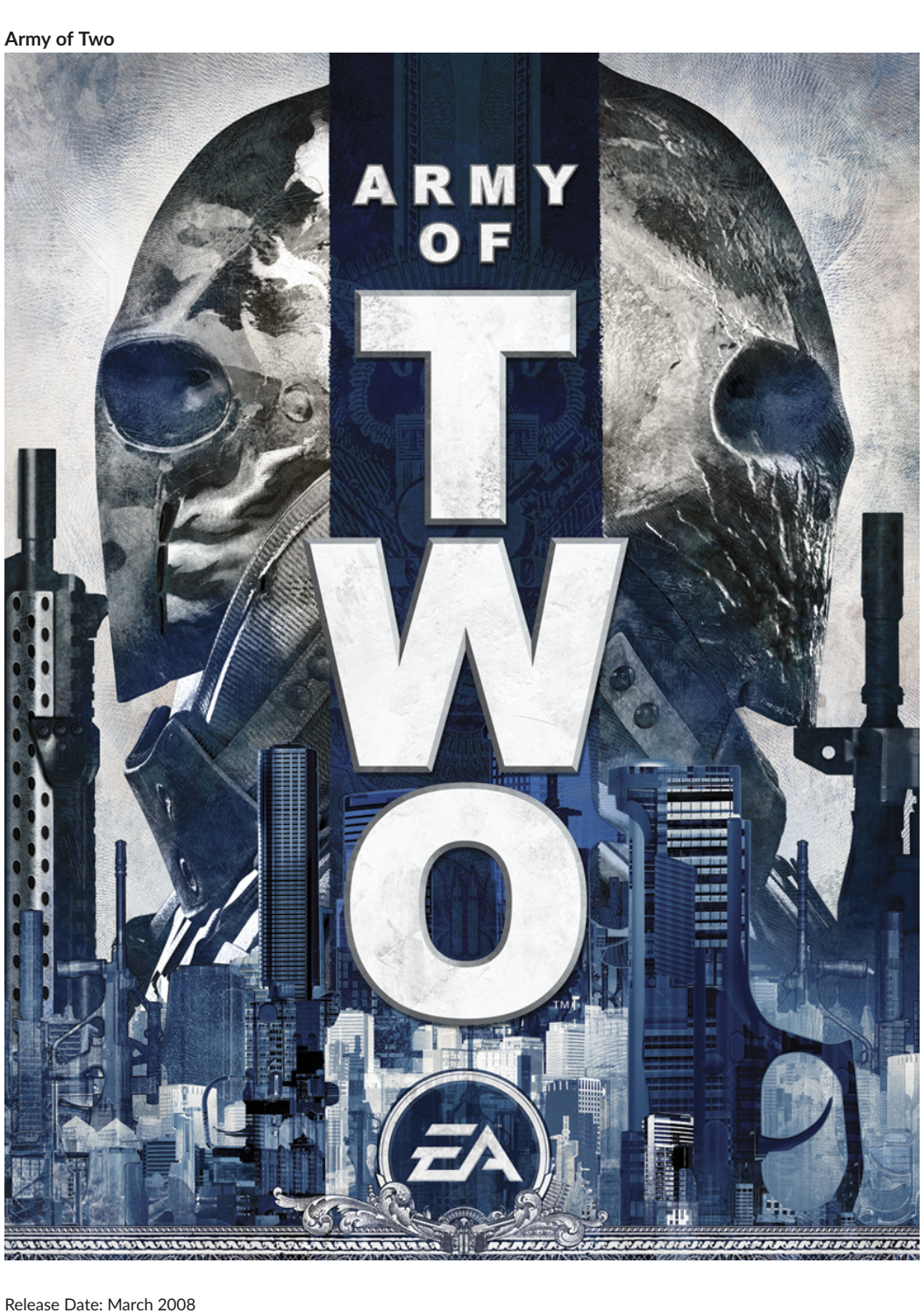
Operational History and Character Bios



In the past, Army of Two followed the misadventures of Rios and Salem, a pair of highly skilled mercenaries working for a private military corporation in hot spots around the world. Traditionally, mercenaries aren't supposed to become emotionally attatched to the causes they are being paid to fight for. Rios, however, has a conscience that spurs him into trying to do the right thing, even when it makes life more difficult for himself and anyone he drags along for the ride, much to Salem's chagrin.

As a franchise, the Army of Two games offer a mix of wit and explosive action. Each game focuses on co-operative gameplay over competitive action, rewarding players who work together efficiently with success and more cash to broaden their arsenal.

Army of Two



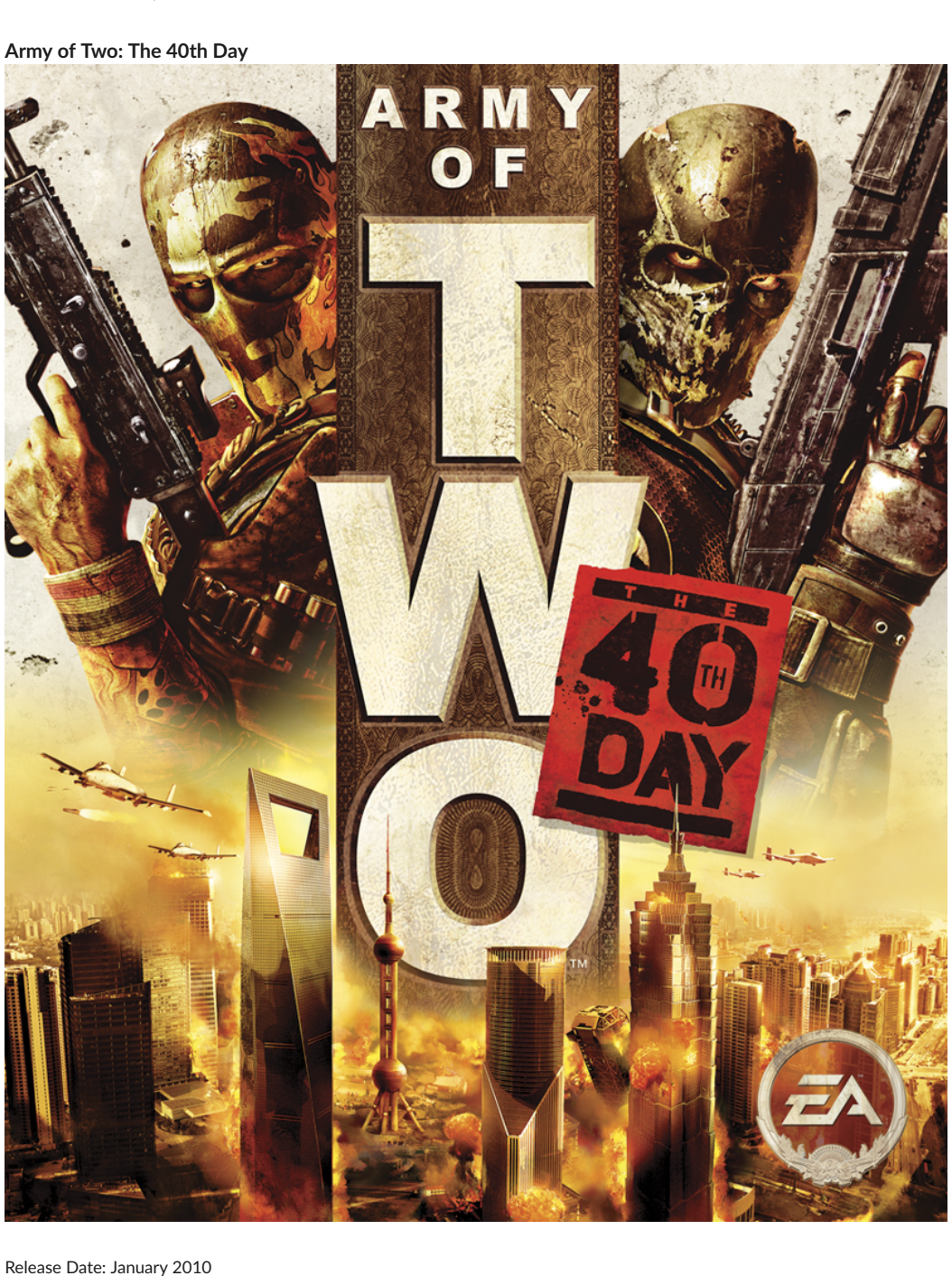
Release Date: March 2008

In the year 1993, Rios and Salem meet in Somalia as members of the United States Army's 75th Ranger Regiment. It is there that they meet Philip Clyde, a contractor working for the Security and Strategy Corporation (SSC). Clyde scouts Rios, Salem, and their commanding officer Richard Dalton, to work for SSC. Up until the year 2009, Rios and Salem work for SSC as two of their most successful contractors.

In the post 9/11 world, Rios and Salem find themselves taking on increasing amounts of work for SSC, eventually uncovering a conspiracy involving Clyde, Dalton, and SSC CEO Ernest Stockwell. The conspirators are supporting a bill that would privatize the entire US military, while simultaneously leaking information about US military positions to terrorists in hopes of discrediting the armed forces. Rios and Salem are tricked into killing a US senator in China, who was prominent in his opposition to the privatization bill. The Chinese military pursue the two contractors to eliminate them for their crime.

Rios and Salem manage to survive this setup, return to SSC headquarters, eliminate both Clyde and Dalton, and release evidence regarding the plot to clear their names. Stockwell goes to prison, and SSC is effectively ruined as a PMC. Rios and Salem use their private contacts to start their own PMC, Trans World Operations, and they even scout their former SSC handler Alice Murray.

Army of Two: The 40th Day



Release Date: January 2010

One year after their violent break from SSC, Rios and Salem lead an operation in Shanghai as representatives of Trans World Operations. Their contact is JB, a former SSC operator who answered directly to Dalton. After they plant a series of locator beacons in strategic locations throughout Shanghai (as well as deciding the ultimate fate of JB for a little extra money on the side), the situation changes dramatically.

Shanghai falls under attack by an unknown paramilitary force, later discovered to be named the 40th Day Initiative. Their mercenaries begin to terrorize and execute innocent civilians throughout the city. Cut off from their handler, Alice, Rios and Salem are forced to fight their way through Shanghai. The duo faces a number of tough moral choices, including whether or not to risk their own lives to save civilian captives from the enemy. Despite their best efforts, Rios and Salem are eventually captured by the enemy, but a Russian contractor manages to rescue them. The trio teams up to destroy an enemy communications center before parting ways.

Alice manages to locate a helicopter pilot willing to fly her and the T.W.O. operatives out of the city, prompting a race against time as Rios and Salem fight their way through waves of mercenaries to clear a landing zone for extraction. Unfortunately, their ride is blasted out of the sky, presumably killing Alice.

Seeing no other alternative, Rios and Salem decide to take the fight directly to the head of the 40th Day Initiative, Jonah Wade. Assaulting his heavily defended temple, the two mercs manage to directly confront Jonah, who reveals that his plot was part of a social experiment. Claiming to have a nuclear device in Shanghai, Jonah offers to stand his forces down in exchange for displaying an act of sacrifice: either Rios or Salem must die. Should they kill Jonah, the nuke will detonate, killing seven million people.

While there are multiple endings available to players, the ultimate outcome is that Rios (or Salem) shoots the self-righteous jackass multiple times and calls it a day. The nuke threat turns out to be false, but there are hints that the 40th Day Initiative may have had plans to strike other cities...

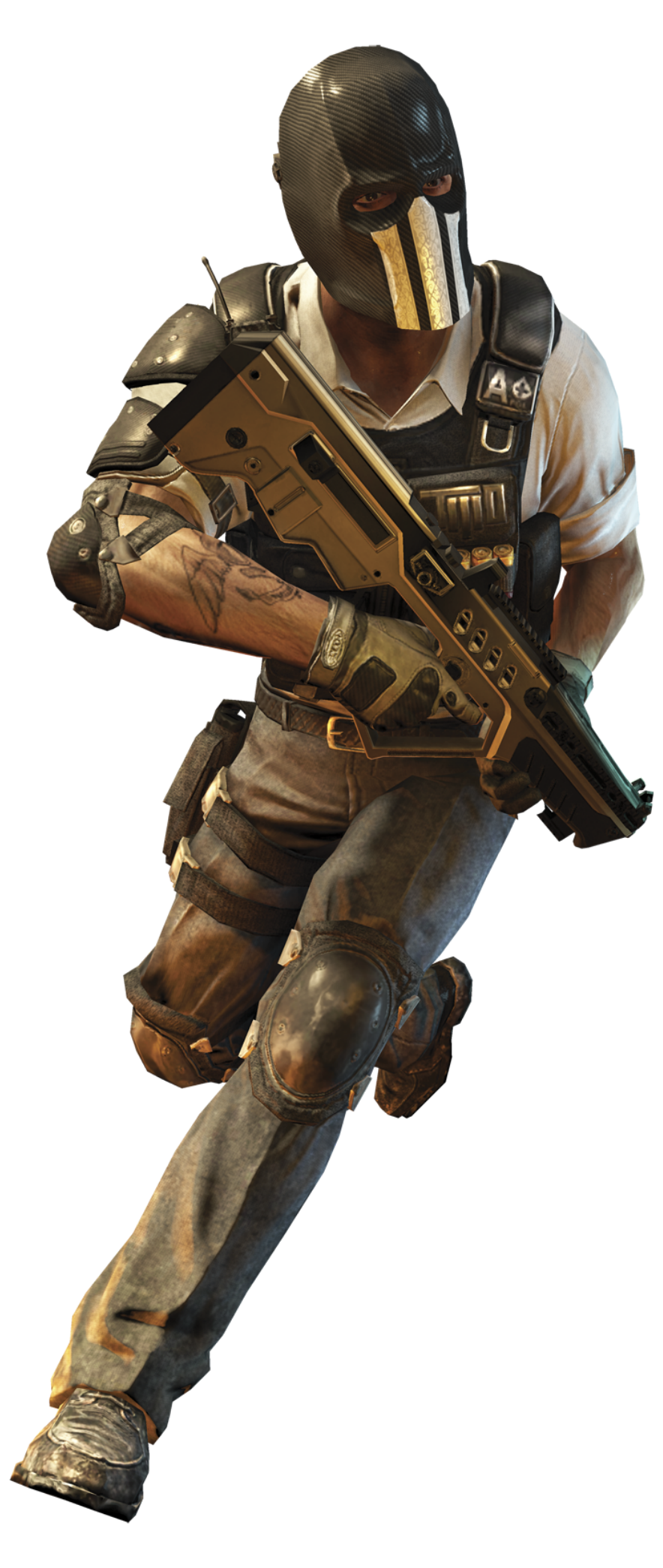
Army of Two: The Devil's Cartel

Release Date: March 2013

After Shanghai, Rios and Salem renamed their company Tactical Worldwide Operations and began hiring more operatives. Among them are a promising pair who earn the codenames Alpha and Bravo. The Devil's Cartel opens with a force of T.W.O. mercenaries riding alongside of the mayor of La Puerta on the eve of a political rally, just as the La Guadaña cartel makes its move...

Names, Masks, and Faces

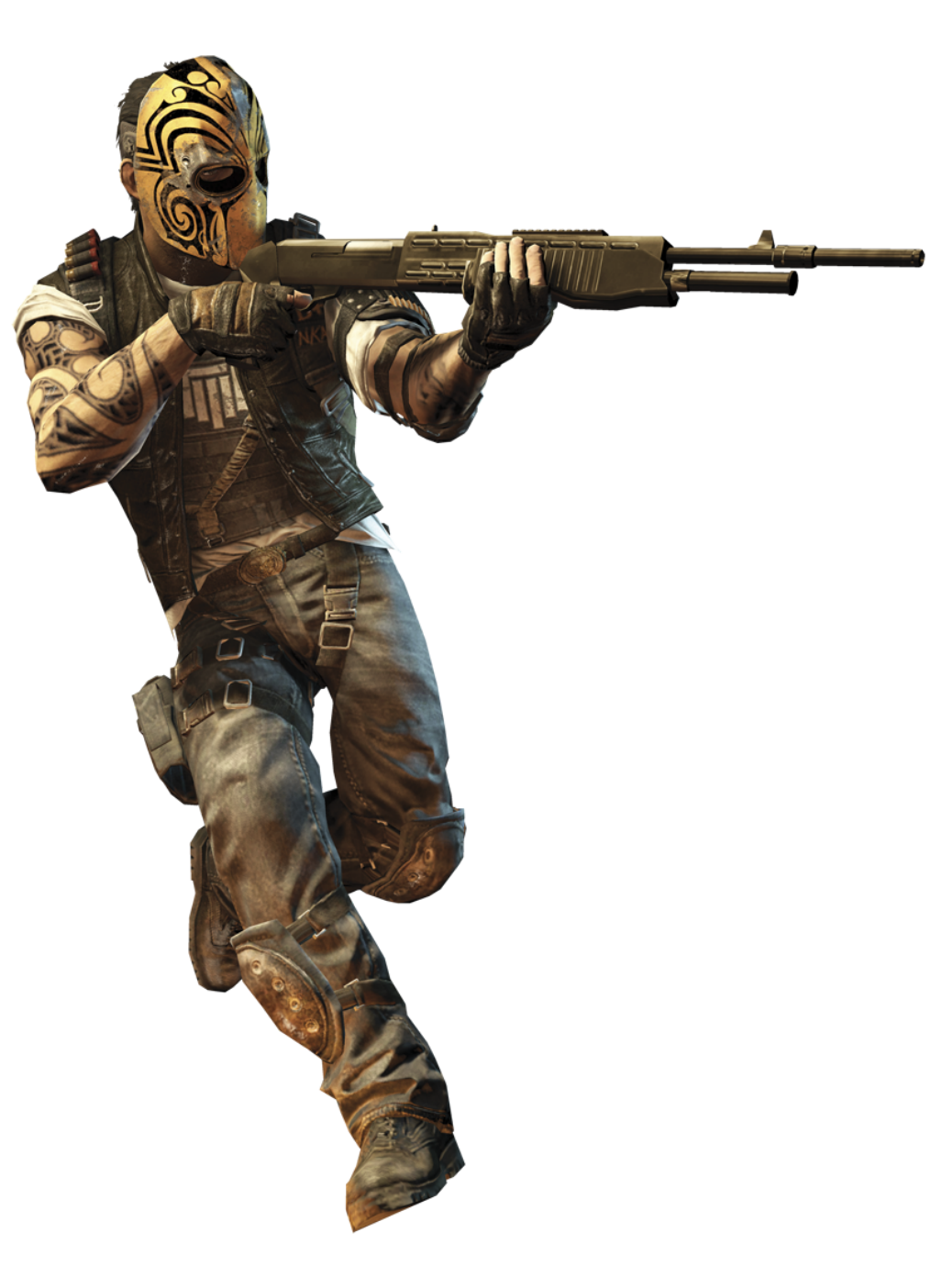
Alpha



The defacto leader of his pair, codename Alpha is in many ways a successor to Rios. Like the T.W.O. founder, Alpha has strong moral convictions that guide his actions on and off the field. These sometimes cause trouble when his normally smooth flow of thought into action becomes interrupted by his desire to do the right thing. Interestingly, Alpha seems to be a stickler for protocol, adressing his superiors at T.W.O. as 'sir', and requesting permission to engage hostiles before opening fire at the start of a mission. A goal-driven individual, Alpha is at his best when there are tasks to accomplish and people to lead.

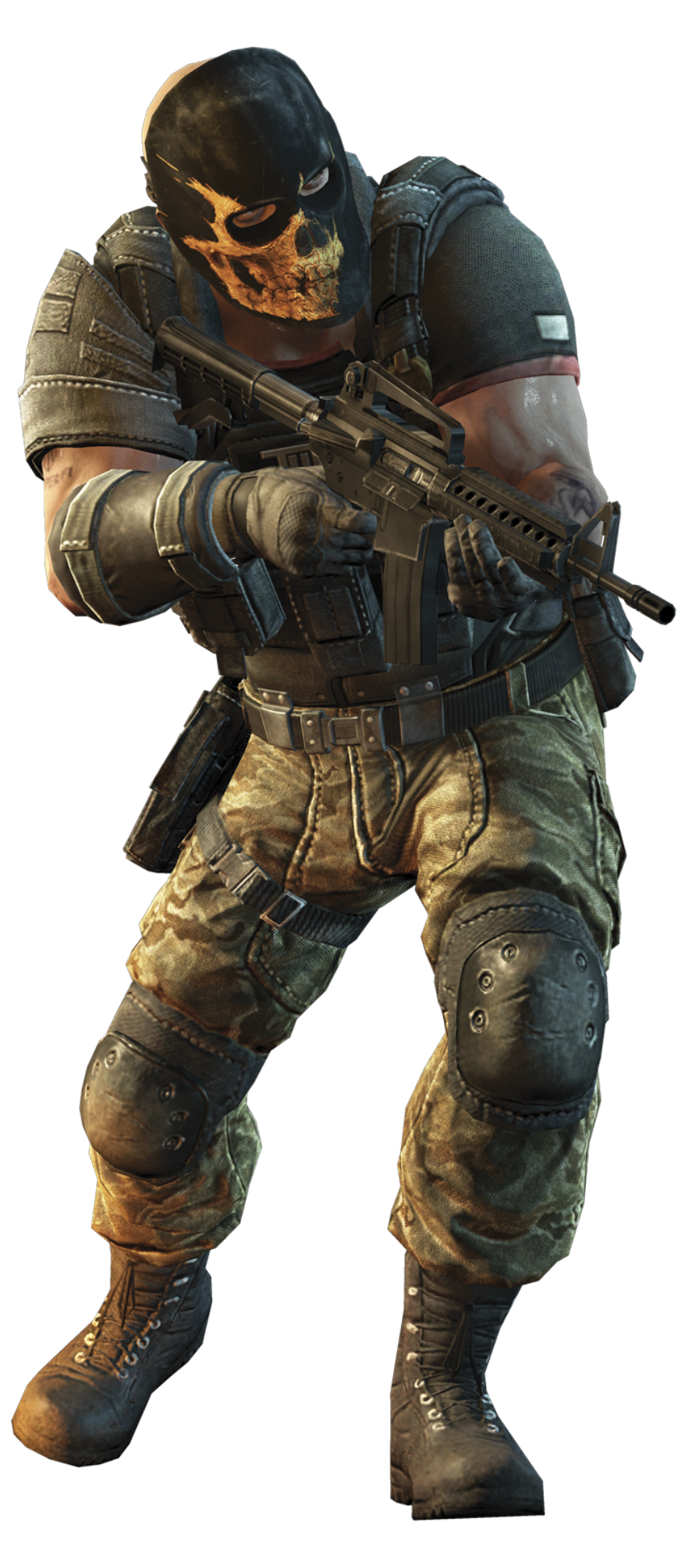
Alpha is the default character played during the campaign in Single Player mode.

Bravo



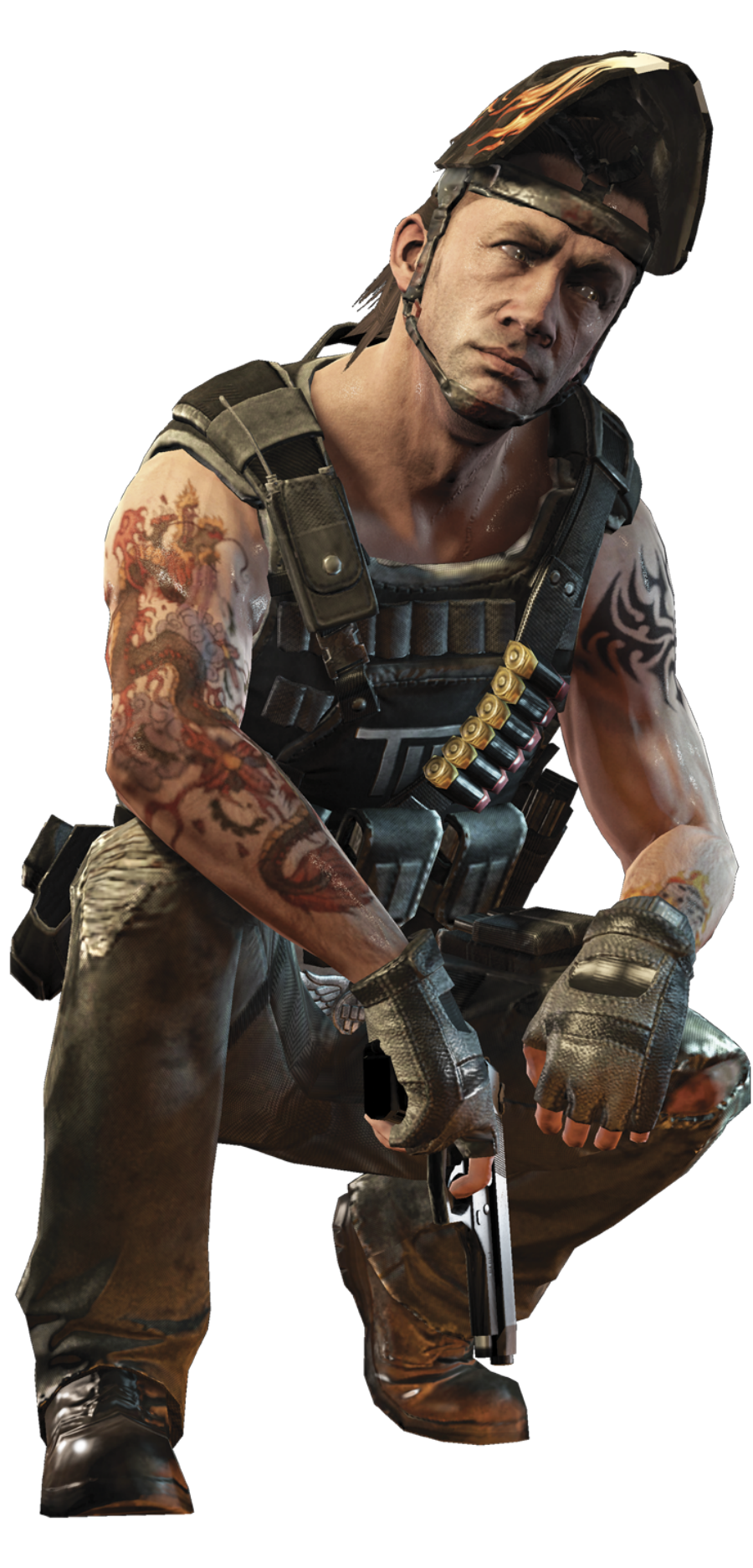
Where Alpha is deliberate and focused, Bravo is impulsive and emotional. He's the first to draw blood the moment it becomes necessary. Since Alpha has accepted the yoke of leadership, and therefore the responsibility for their successes and failure, Bravo simply enjoys being the one who gets something done when he's told to do it. He speaks his mind and is willing to challenge Alpha's orders whenever he feels he must. Bravo is highly perceptive, often acting as the team's alarm bell when danger comes calling. His aggressive nature often causes just as much trouble as Alpha's moral compass does—possibly even moreso.

Tyson Rios



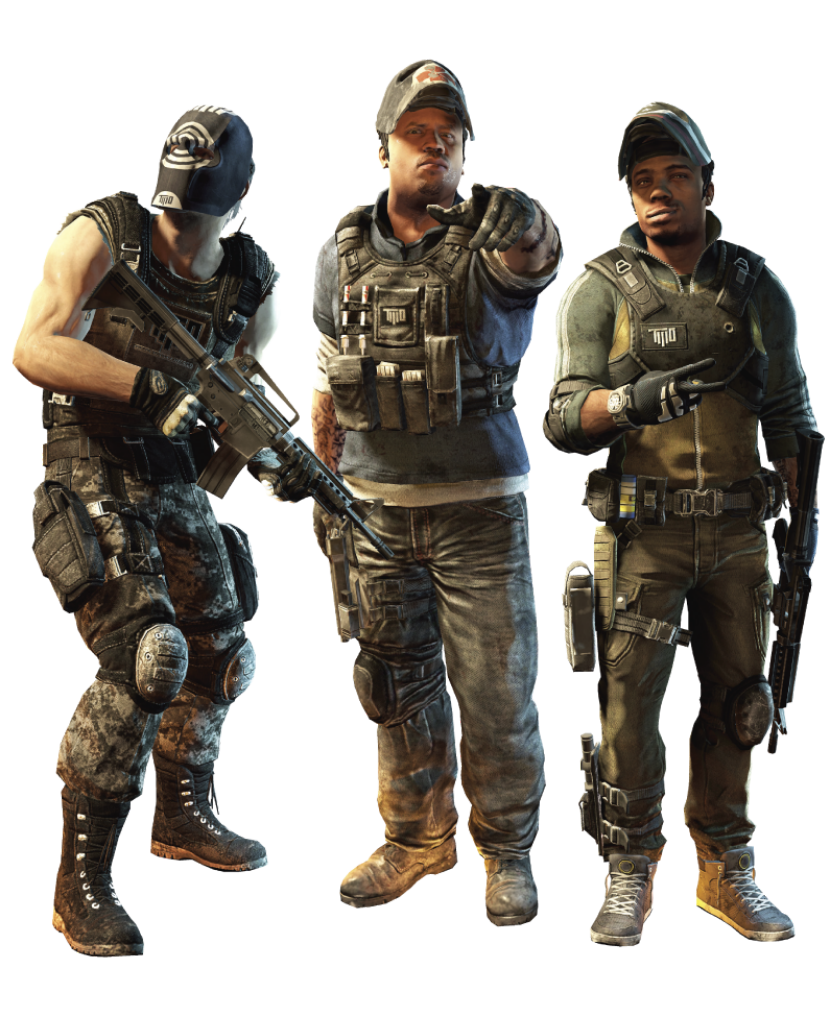
Having been a merc since he left the military in 1993, Rios went on to found Trans World Operations in 2009 along with his partner Elliot Salem. Over the years, Rios has grown into his administrative role as commander, navigating the complex politics that allow T.W.O. to remain a prominent mercenary force. His desire to run a "PMC with a conscience" while also staying as well-equipped as possible has caused T.W.O. and its investors some trouble, but Rios would rather the company suffer some financial losses than compromise his moral compass. His efforts have resulted in an impressive fighting force that attracts top flight talent from around the world.

Elliot Salem



Rios' longtime partner in the mercenary world, Salem is one of the deadliest warriors at T.W.O.'s disposal. He is still known for his recklessness under fire, his rebellious streak undampened by age, but he is also the first to find the quickest and best way out of any bad situation. His loyalty to Rios is tempered by the fact that he does not quite agree with the direction T.W.O. has been headed. Salem has always put the safety of himself and his fellow contractors above the lives of others, even when innocents are caught in the crossfire. This attitude causes friction between the two partners.

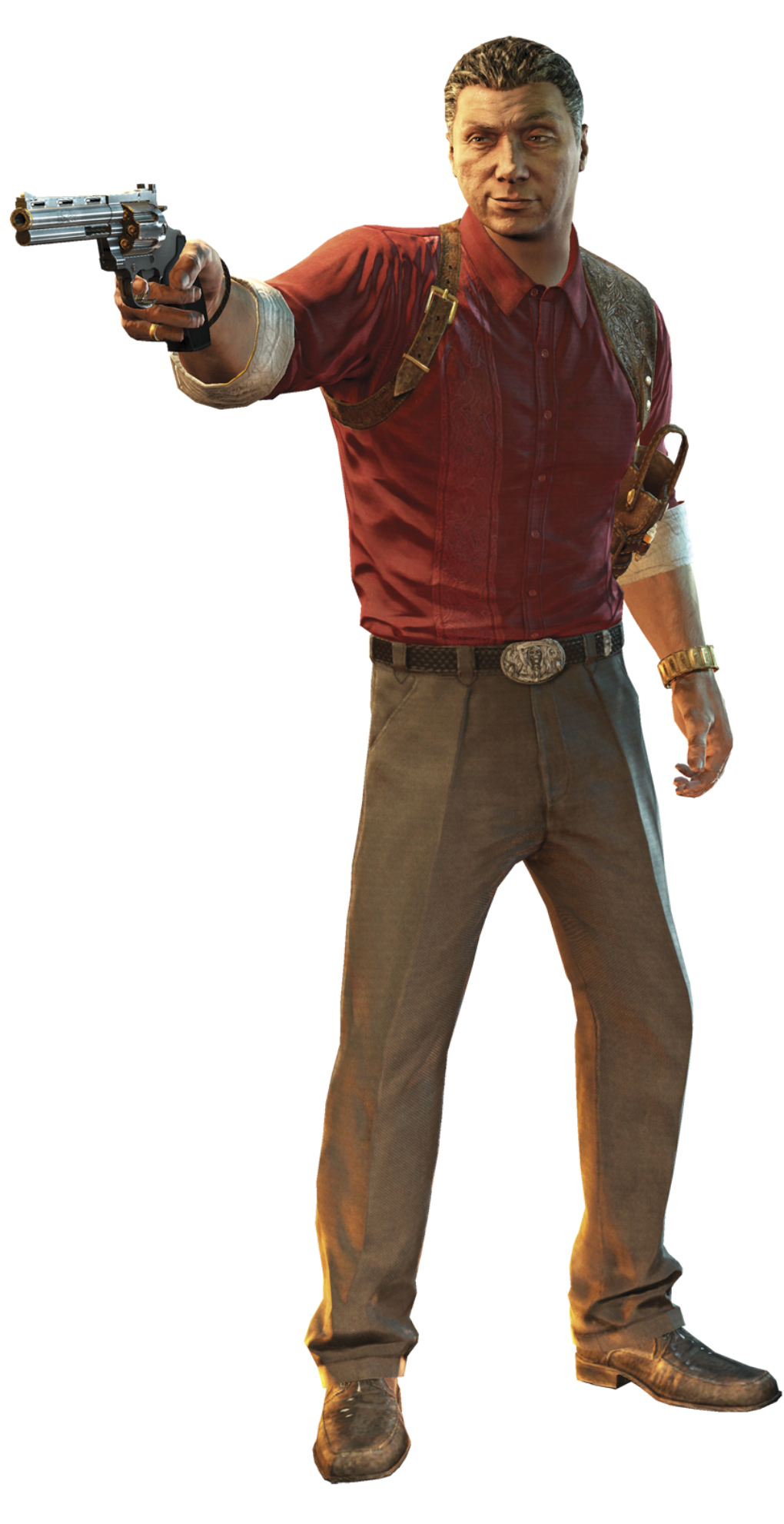
T.W.O. Operatives



Trans World Operations has expanded significantly since the events in Shanghai. Consisting of multiple two-man teams, each pair is considered more than enough for the average contract. Operators are often selected for their skills in specialized fields, allowing T.W.O. to conduct missions that may require a wide variety of skillsets by deploying multiple teams to the field. The distinct ballistics mask worn by all T.W.O. contractors has become the defining trait used to identify the company worldwide.

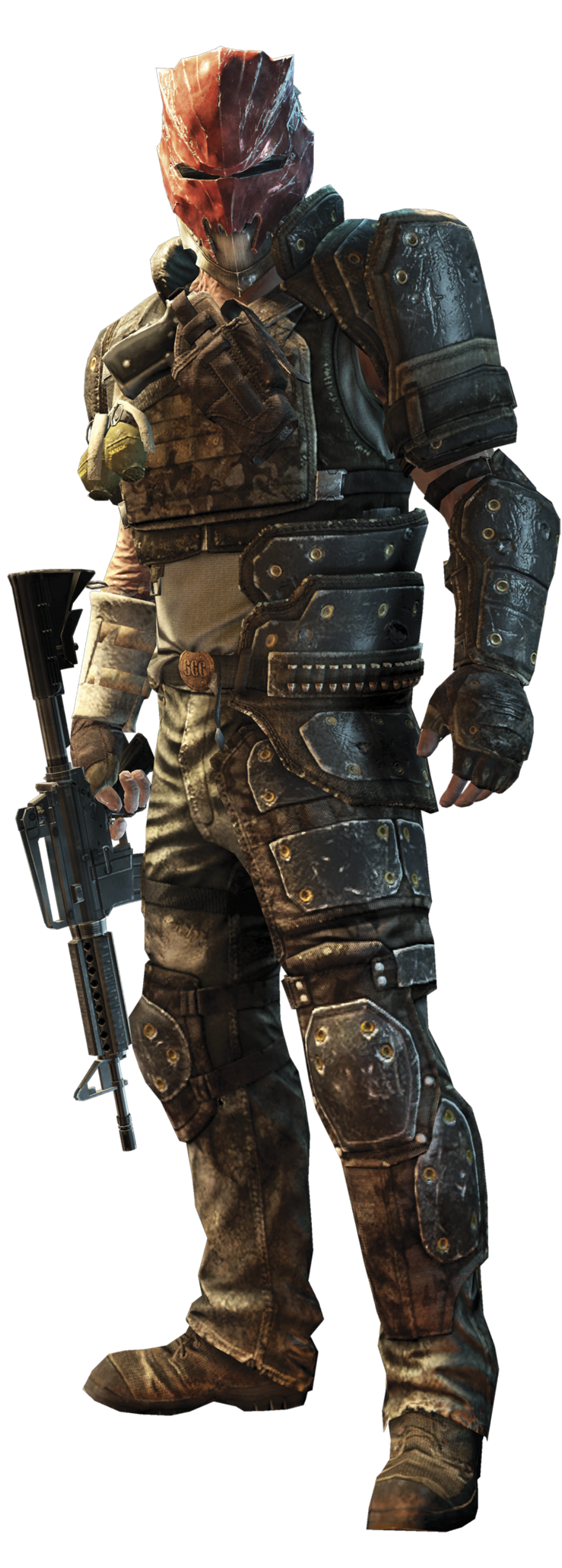
The defense of Mayor Juan Angelo Cordova is a mission that requires many hands on deck. Alpha and Bravo are joined by ten other T.W.O. contractors who are all part of the mayor's defensive convoy.

Esteban Bautista



Charismatic, sociopathic, and ambitious. Three words that describe Esteban Bautista extremely well. Four years ago, using his considerable influence within the La Guadaña's personnel, and money stashed off to the side, Bautista managed to execute a bloody and successful coup against the prior leadership. A member of the cartel since the age of 17, Bautista has transformed the organization into a fearsome paramilitary force. Now, he sets his eyes on the world stage, and his people stand ready and willing to face off against any other criminal organization or government that would dare stand in their way. Against Bautista and his top enforcer, a mysterious mercenary known only as El Diablo, it seems like it's only a matter of time before La Puerta is firmly under his thumb.

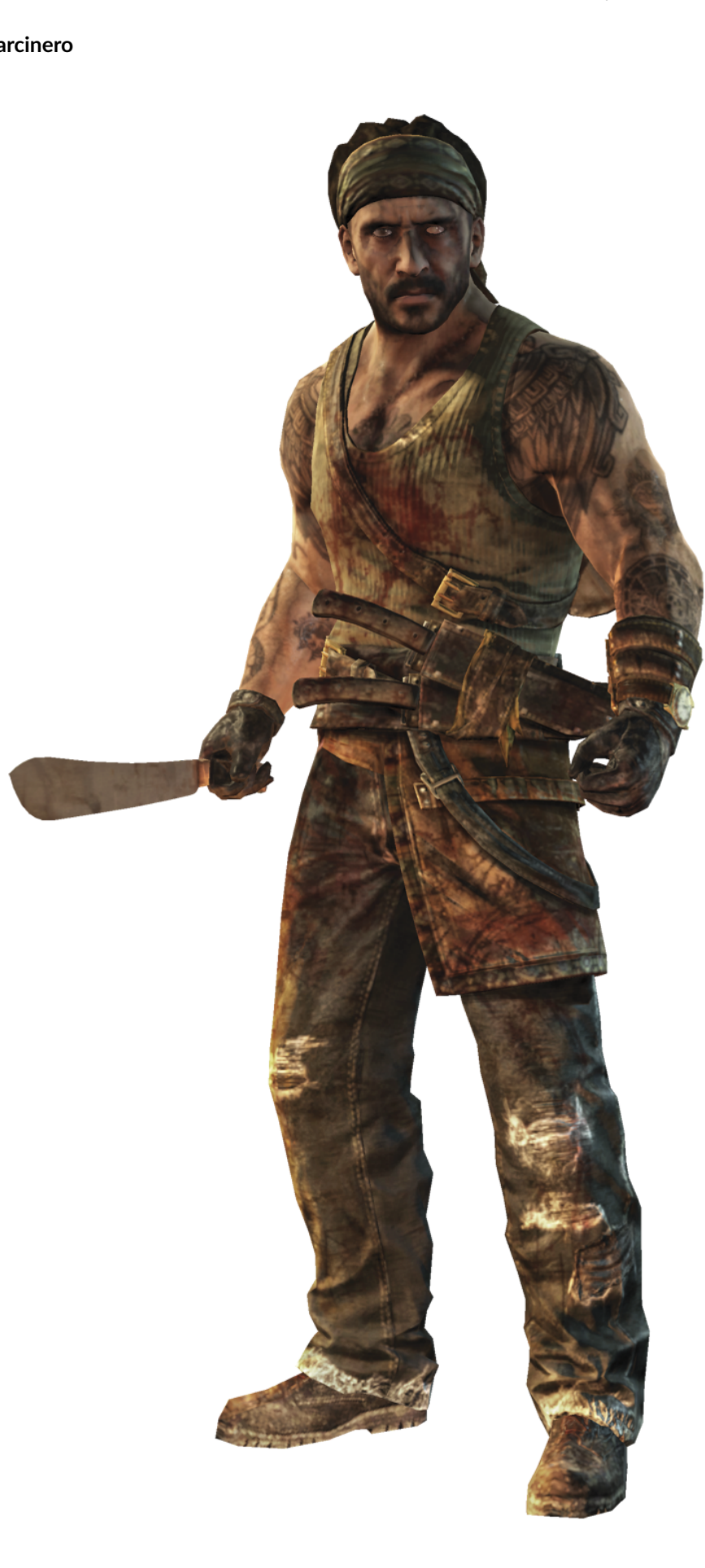
El Diablo



Nobody knows where this mysterious masked man came from, but his reputation is both widely known and well-deserved. Having risen to prominence within La Guadaña at the same time as Esteban Bautista, El Diablo's name has come to represent death and destruction to the people of La Puerta. He leads the more militaristic arm of the cartel—which, for all intents and purposes, should be considered a fully equipped standing army rather than just a gang of thugs. He has shown a flare for the dramatic, but the people who see that side of him are typically his victims.

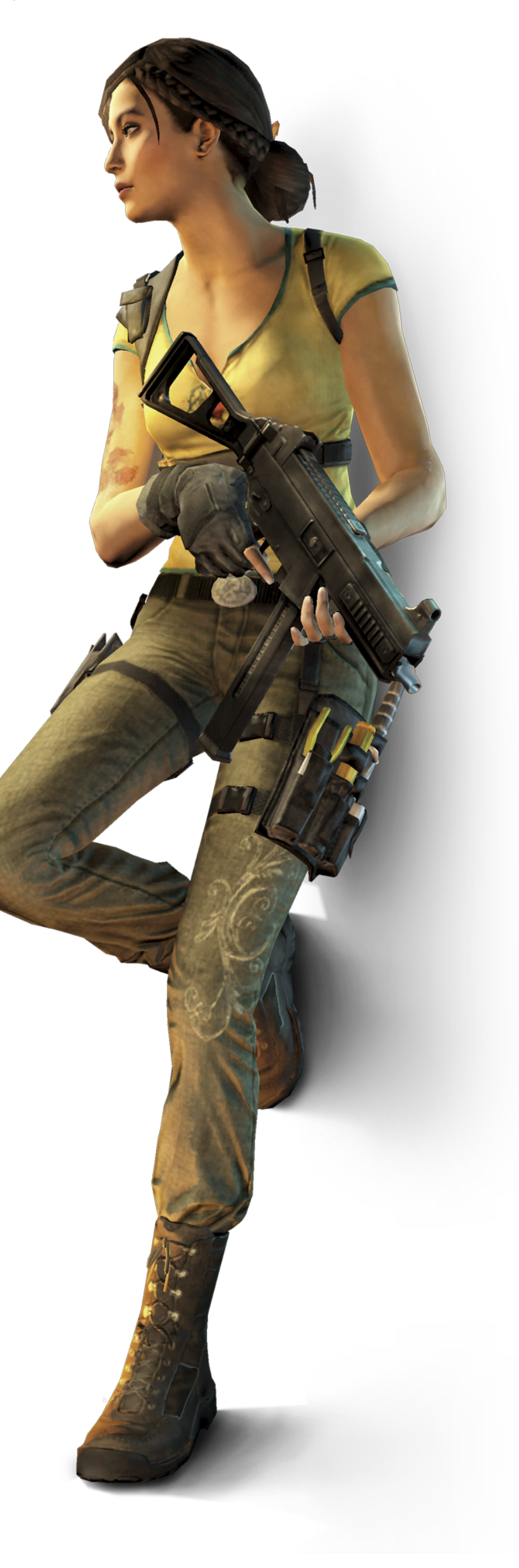
It is unknown how a man with such considerable influence within La Guadaña has remained so loyal to its leadership.

El Carcinero



Juventud Aguilar began life in the cartel at a young age as another thug. When his family was killed by a rival cartel, Aguilar pushed himself to become more active in drug wars. Called El Carcinero (The Butcher) by those around him, he has become a symbol of the terror La Guadaña creates. Arguably an even more frightening presence than El Diablo himself, El Carcinero is not afraid to lead his loyal thugs into combat with little more than a butcher knife. Pain seems inconsequential to him, although he relishes inflicting it upon others.

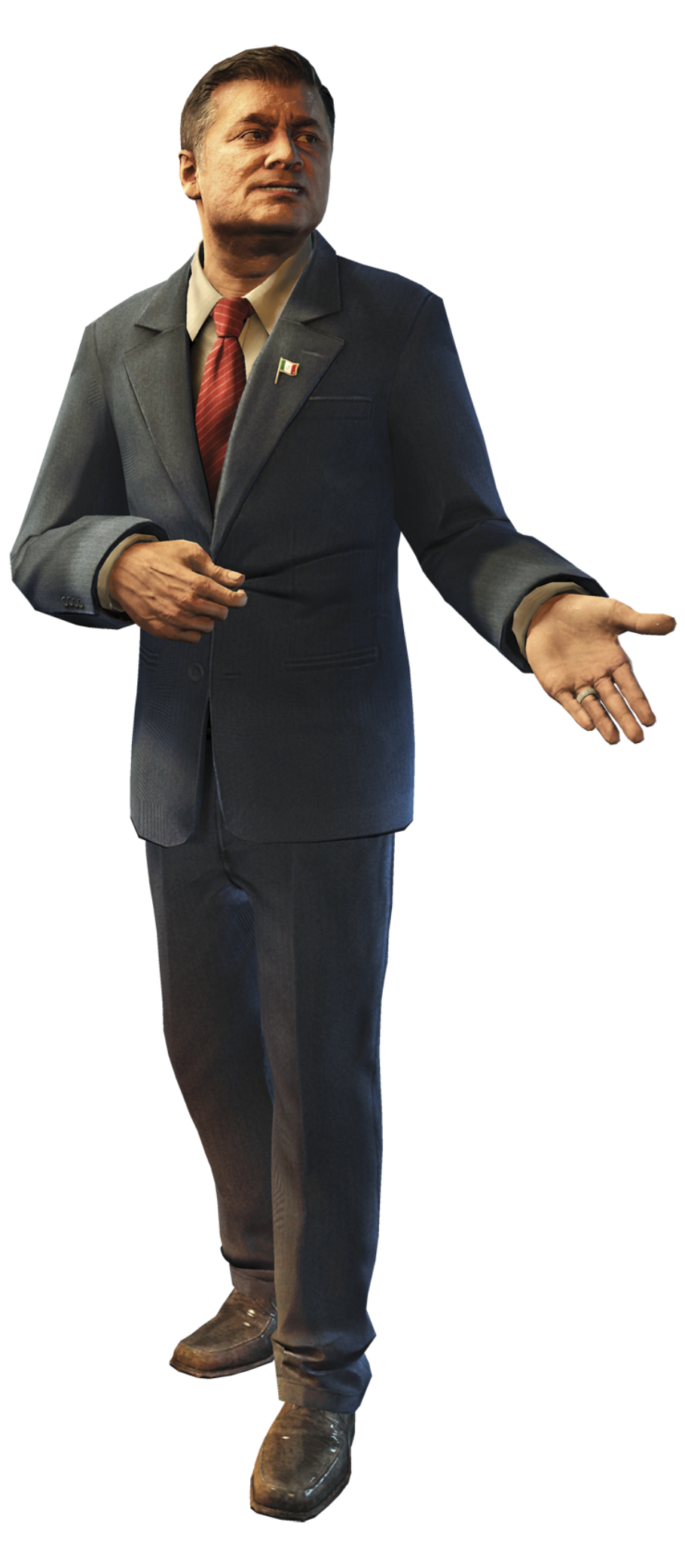
Fiona Montero



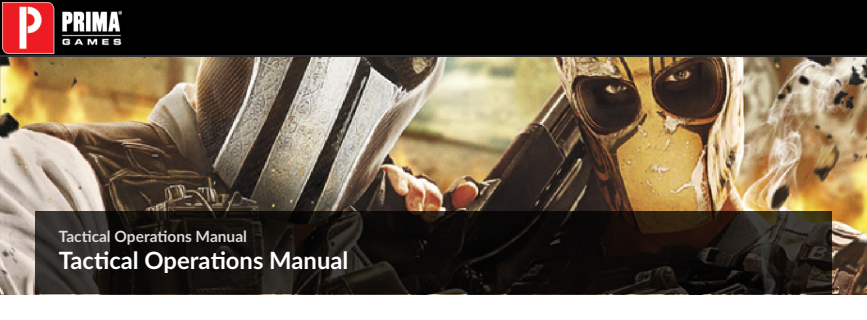
First encountered by T.W.O. operatives during an abortive mission to rescue hostages held by La Guadaña, Fiona is the daughter of a Dallas oil magnate who had ties to the Mexican underworld—ties he tried to sever. As a result, Fiona's family was slaughtered to set an example, and she was kidnapped and sold into sexual slavery. When Rios and his T.W.O. team rescued her, she came to rely on his resources. She received a scholarship and would later be trained as a mercenary by Rios himself.

Fiona has spent the five years since her rescue preparing to avenge her family by killing Bautista. She is driven; all of her actions are meant to take her closer to that goal, and she has yet to be dissuaded from her path.

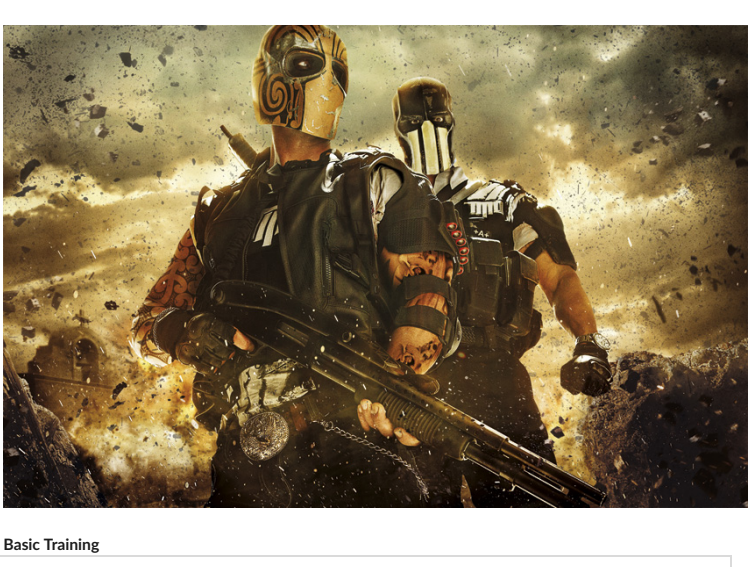
Mayor Juan Angelo Cordova



Standing as the first politician to successfully resist corruption from La Guadaña while still keeping himself alive, Cordova has little reason to fear their retribution at this point. He lost his wife and children to the cartel's brutal attempts at intimidation, but has not let the losses deter him. As the mayor of the city he was born in, Cordova has become a favorite of La Puerta's local law enforcement and the terrified civilian population, both of whom see him as a man who can stand up against corruption. Knowing that the cartel is eager to take his life, Cordova has hired T.W.O. to bolster his defenses as he begins his re-election efforts.


Tactical Operations Manual

Tactical Operations Manual



Basic Training

Xbox 360 Default Controls	
Move	
Look	
Cover	
Crouch	
Vault	(hold)
Aim	
Fire	RT
Reload	
Throw Grenade	RB
Aim Grenade	(hold), aim with
Melee	R3
Activate Overkill	
Dash	LB (while moving to toggle)
Switch Weapons	
Equip Pistol	(double tap)
Toggle Mounted Grenade Launcher (when available)	(hold)
AI Orders	, , , and
TWO Vision	
Pause	

Playstation 3 Default Controls	
Move	Left Stick
Look	Right Stick
Cover	✕
Crouch	
Vault	✕ (hold)
Aim	L1
Fire	
Reload	
Throw Grenade	R2
Aim Grenade	(hold), aim with Left Stick
Melee	R3
Activate Overkill	
Dash	L3 (while moving to toggle)
Switch Weapons	
Equip Pistol	△ (double tap)
Toggle Mounted Grenade Launcher (when available)	(hold)
AI Orders	↓, ←, →, and ↑
TWO Vision	
Pause	START

You've got to crawl before you can walk, and walk before you can run. The life of a mercenary is violent and potentially very short if you don't know what you're doing, or if you're just plain unlucky.

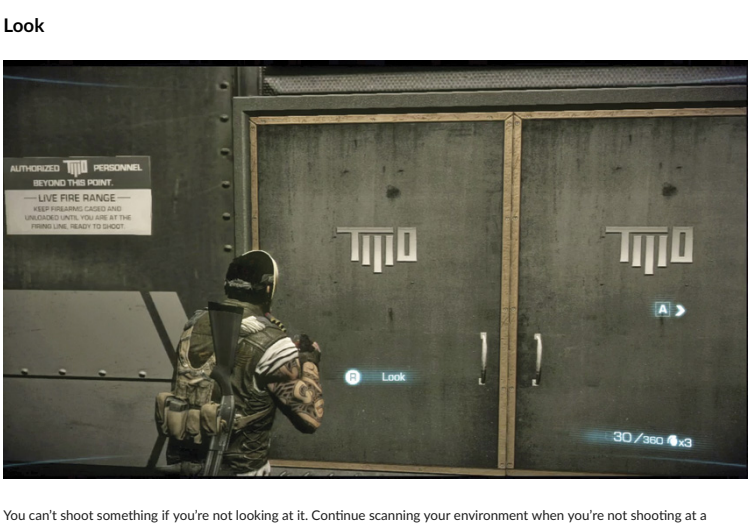
Movement

You have a range of basic movement options. It's possible to creep slowly forward, jog, or sprint at the cost of your ability to aim and fire. You can even strafe around corners to maintain a tactical advantage.

Depending on the weapons you have equipped, you may suffer movement penalties that slow down your operator. As a general rule, it is not an advantage to always keep your heaviest weapons equipped, particularly in situations that require speed and mobility.

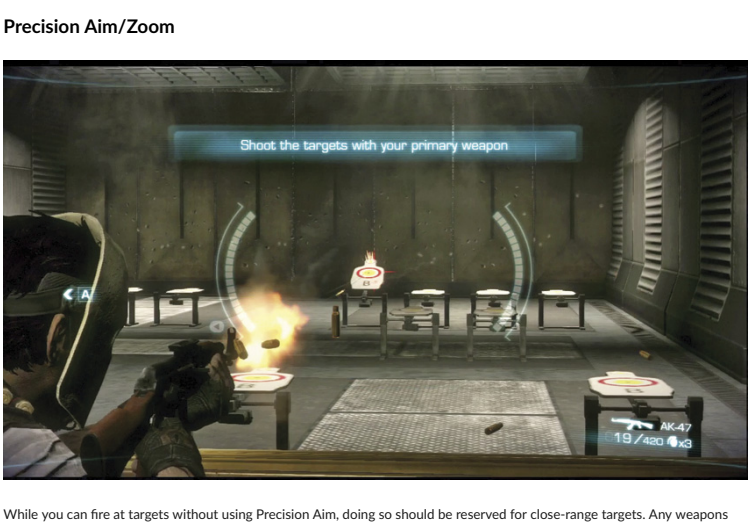
You can still move if you become Wounded during combat. Once you enter the Wounded state, all aggro transfers from you to your partner. Use this opportunity to drag yourself to relative safety before starting to fight back with your sidearm. Moving to a safe position also makes it easier for your partner to revive you.

Look



You can't shoot something if you're not looking at it. Continue scanning your environment when you're not shooting at a specific target, and stay alert to catch any hostiles trying to get the drop on you.

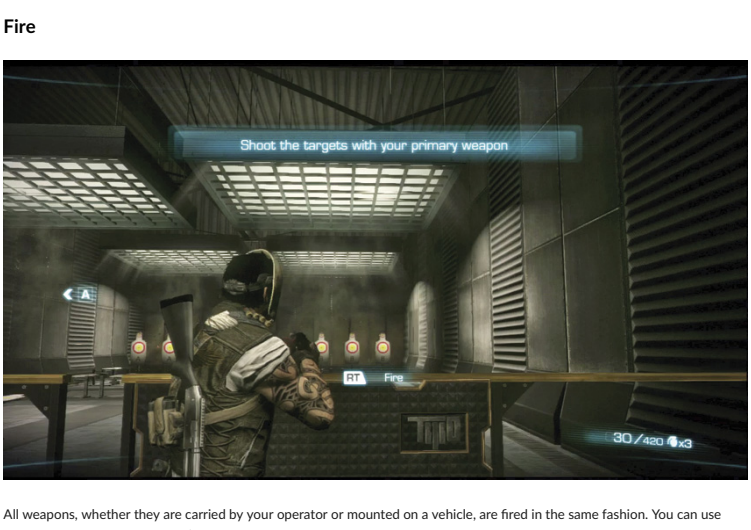
Precision Aim/Zoom



While you can fire at targets without using Precision Aim, doing so should be reserved for close-range targets. Any weapons with sniper scopes or ACOG scopes will provide additional zoom and accuracy at greater ranges. Even the use of weapons mounted with laser sights can benefit from taking the time to aim.

Precision Aim also acts like a loose lock-on system. If you have the reticle on your HUD within close proximity to the enemy, it will "snap" the target to the center of your aim. You can take advantage of this system to kill multiple hostiles in rapid succession.

Fire



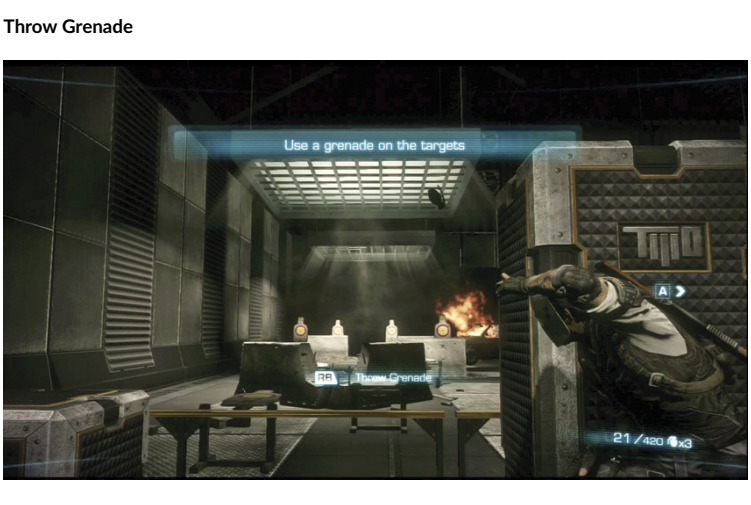
All weapons, whether they are carried by your operator or mounted on a vehicle, are fired in the same fashion. You can use some finesse here, though. Don't just hold the trigger down and spray rounds all over the place! Fire your automatic weapons in controlled bursts. Even semi-automatic and burst fire weapons benefit from some trigger control.

You can fire your pistol while in the Wounded state, but keep in mind that doing so can have the unhealthy side effect of earning the enemy's attention, and they will quickly attempt to finish you off.

Melee

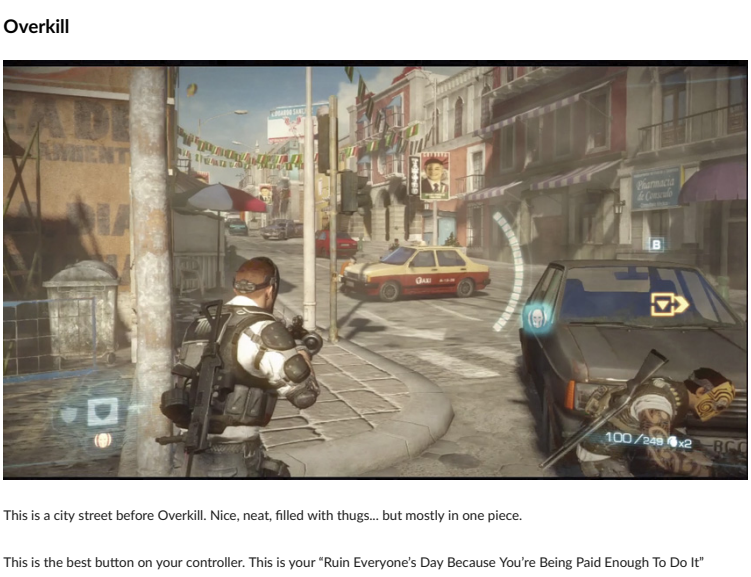
Every T.W.O. member is expected to be a skilled hand-to-hand combatant. A gun isn't always the quickest solution when a crazed thug gets up in your face. A melee attack will kill almost any opponent immediately, and dealing with the few enemies able to put up a fight simply requires you to mash an indicated button repeatedly until you successfully overpower them. Melee attacks are generally a last resort, but if you manage to get the drop on the enemy, a melee attack from behind is safer and results in more points.

Throw Grenade



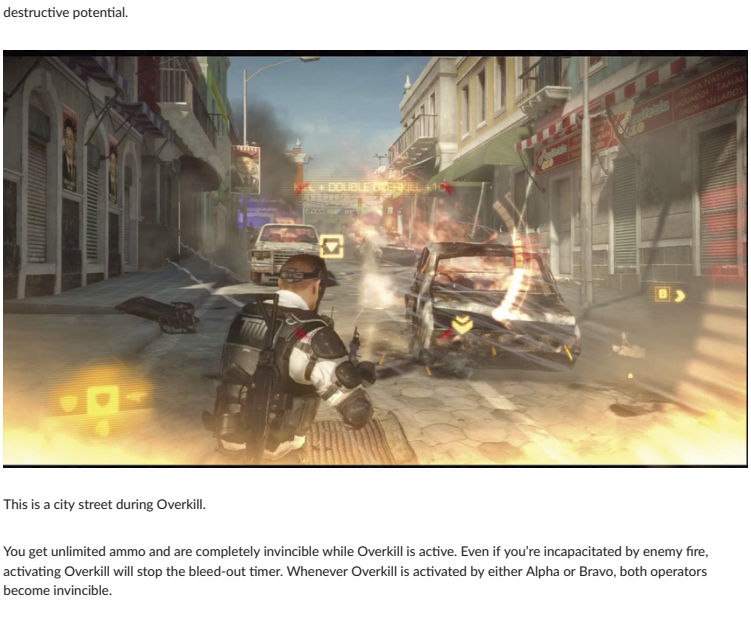
Think of grenades as multi-purpose tools. A well-placed grenade can kill most lightly protected enemies, but it can also drive others out into the open for you to shoot. Light pieces of cover tend to be destroyed by grenades, which can limit your enemy's defensive options. If you hold down the grenade button you can increase the range of your toss, but keep in mind that this does expose you to enemy fire.

Overkill



This is a city street before Overkill. Nice, neat, filled with thugs... but mostly in one piece.

This is the best button on your controller. This is your "Ruin Everyone's Day Because You're Being Paid Enough To Do It" button. As you kill enemies and gain points based on your team actions, a meter is filled on your HUD. Once it is filled you can activate Overkill, an ability that improves the damage capability of your weapons. Powered by the Frostbite 2 engine, The Devil's Cartel allows players to literally rip apart the environment to get at your enemies. Overkill mode greatly enhances your destructive potential.



This is a city street during Overkill.

You get unlimited ammo and are completely invincible while Overkill is active. Even if you're incapacitated by enemy fire, activating Overkill will stop the bleed-out timer. Whenever Overkill is activated by either Alpha or Bravo, both operators become invincible.

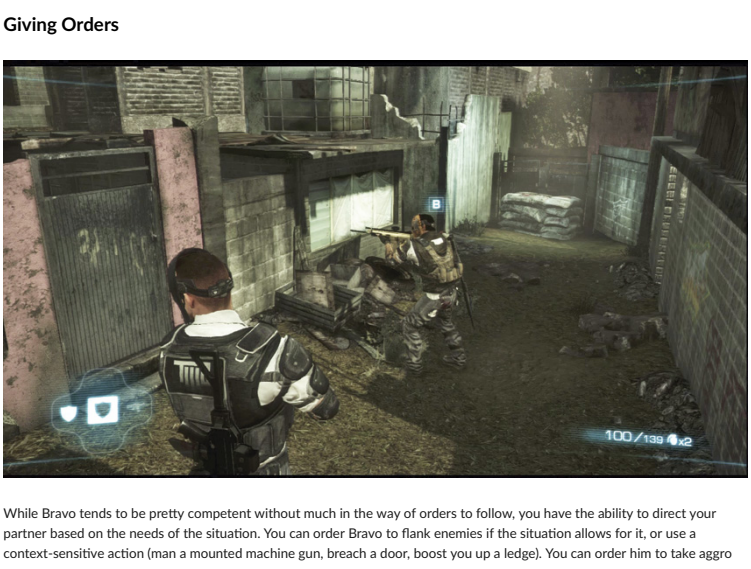
This is a city street after Overkill. Not nice, not neat, and filled with pieces of thugs.

Both operators have their own Overkill meter to fill, but points earned by either operator are shared by both. If both mercs activate Overkill at the same time, a time-dilation effect is added on top of the usual bonuses. With the world around you slowed to a crawl, infinite ammo, and ramped up destruction potential, only literal tanks stand a fair chance against you while Overkill is active. Just make sure you find some cover before it runs out.

Sadly, there is one serious drawback to using your Overkill ability: unloading on everything around you tends to kick up a lot of dust and smoke. This sometimes has the unfortunate side effect of hiding enemies from your weapon, particularly if you're charging head first into the firestorm you're creating. Always check your flanks to avoid unpleasant surprises.

In the event you trigger Overkill by accident, or want to conserve your Overkill meter after destroying a wave of enemies, you can cancel Overkill by pressing the button again.

Giving Orders



While Bravo tends to be pretty competent without much in the way of orders to follow, you have the ability to direct your partner based on the needs of the situation. You can order Bravo to flank enemies if the situation allows for it, or use a context-sensitive action (man a mounted machine gun, breach a door, boost you up a ledge). You can order him to take aggro off of you, which is immensely useful for setting up flanking maneuvers on defended positions. You can order him to stick close to you, and you can tell him when to use a grenade or when to activate his Overkill ability. Smart use of orders will make Bravo significantly more effective when playing alone. Of course, with an actual person playing Bravo, you can just use your voice to give orders or call out threats.

Most of the orders you can give to AI Bravo are contextual in nature, requiring you to point the reticle at specific parts of the environment for the order to become available. Pay attention to the orders cross on the lower left hand corner of the HUD. The icons on the cross change to indicate what orders are available.

The following is a complete list of all orders available to AI Bravo:

Orders During Combat (available at all times during combat)

- D-Pad Left: Follow and Regroup (Bravo will leave his current position to try and get close to you.)
- D-Pad Right: Hold Position and Supress (Bravo will use all means necessary to get the enemy's attention.)

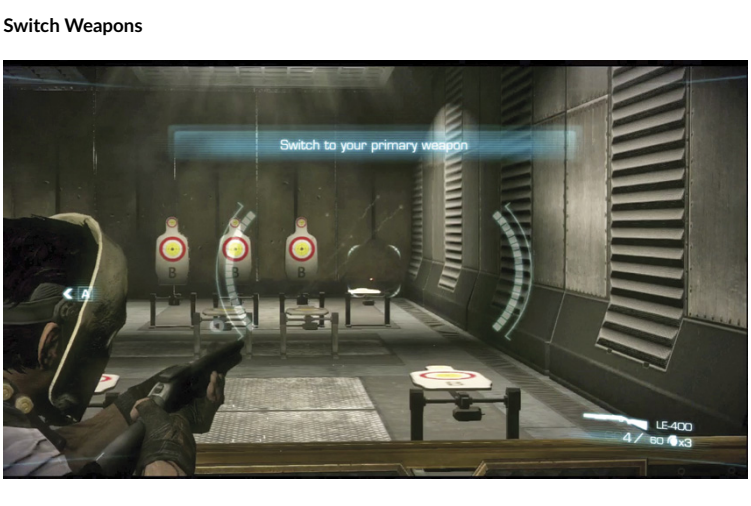
Contextual Orders (available if conditions are met)

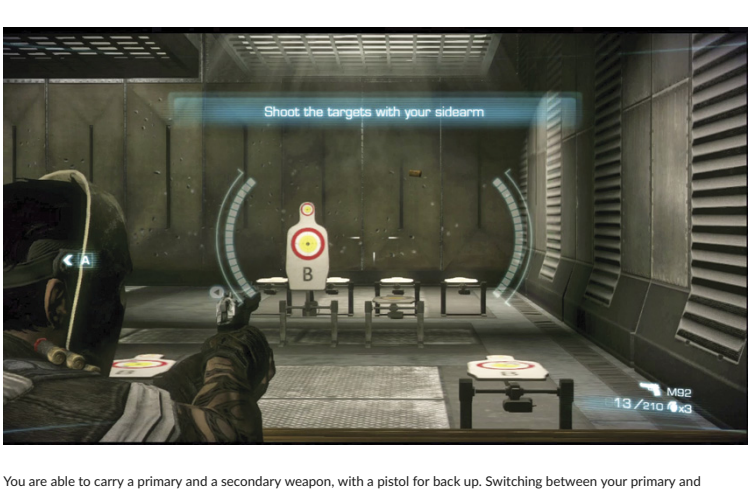
- D-Pad Up: Flank
- D-Pad Up: Advance
- D-Pad Up: Get Behind My Shield (Only available if you are using a Riot Shield.)
- D-Pad Down: Use Overkill (Only available if Bravo has sufficient Overkill meter. Overrides the 'Throw Grenade' order.)
- D-Pad Down: Throw Grenade (Limited to however many grenades Bravo has on hand. This resets between chapters. Bravo will refuse to throw grenades if no targets are available/reachable.)
- D-Pad Up: Initiate a Step-Jump
- D-Pad Up: Breach a Door (This also sets up dual breach sequences.)
- D-Pad Up: Use an MMG
- D-Pad Up: Pick Up a Shield
- D-Pad Up: Initiate a Co-op Lift
- D-Pad Up: Initiate a Co-op Push

Caution

Bravo will ignore all orders if you are downed at any point in time in order to come and revive you. Make sure you drag yourself to a position where he can safely get to you!

Switch Weapons





You are able to carry a primary and a secondary weapon, with a pistol for back up. Switching between your primary and secondary takes just a single tap of the weapon switch button. If you want to draw your pistol, rapidly double tap the weapon switch button. Depending on your situation, it may be faster to switch weapons as opposed to reloading. Different weapons have different speeds to switch to: pistols and SMGs have the fastest draws of all weapon types, which can be useful for aggressive players who are constantly advancing at the enemy. Just remember to reload your guns, lest you be caught in a situation where you're left switching to an empty weapon.

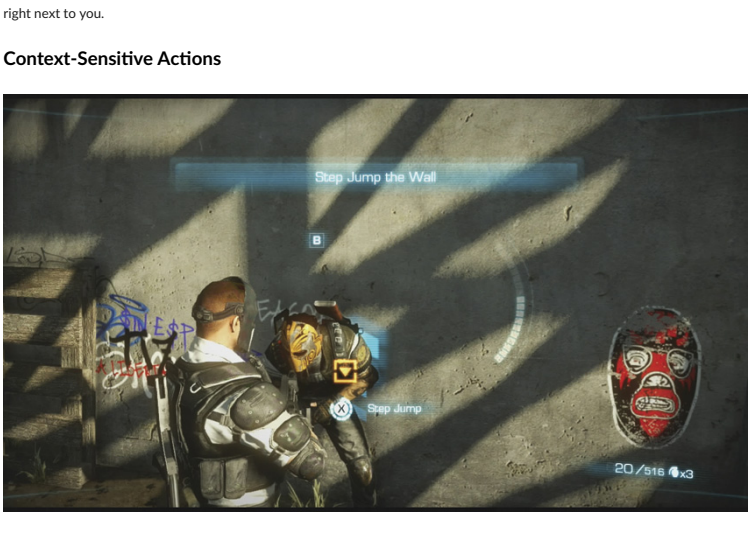
Reload

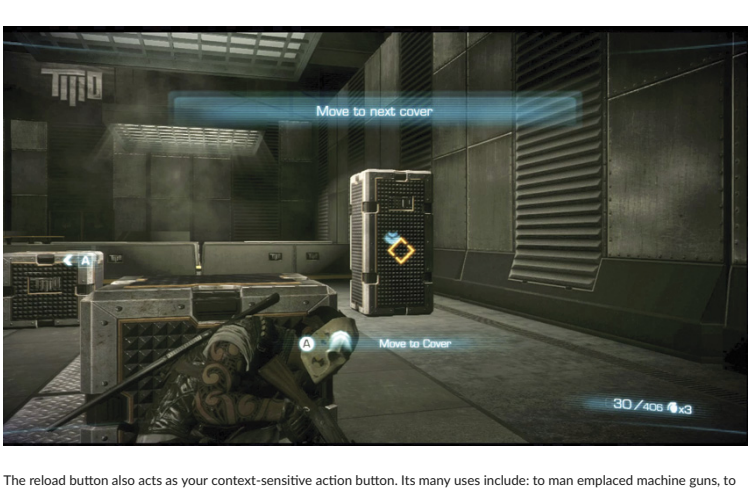
Good time to reload.

Bad time to reload.

Ammunition is lifeblood for a mercenary, and running out of it can be almost as fatal as running out of the red stuff in your veins. Every weapon takes time to reload, and some reload faster than others. All weapons can eventually be modified a variety of ways, and some of these can help speed up your reload times. Under no circumstances should you reload while an enemy is right next to you.

Context-Sensitive Actions

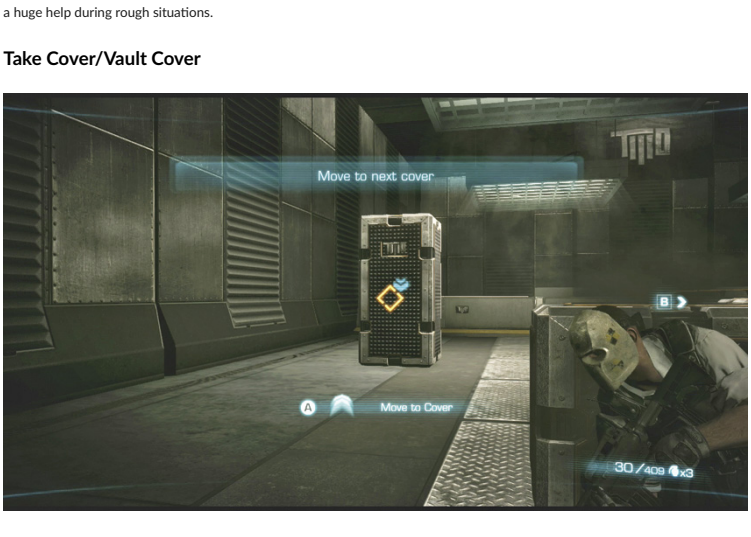


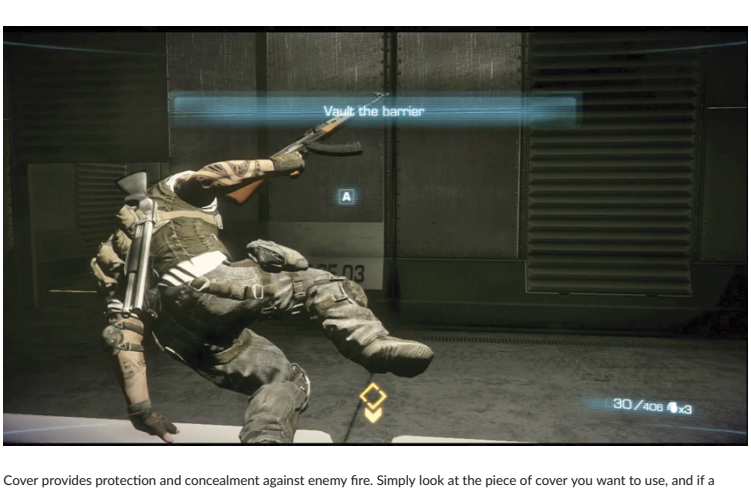


The reload button also acts as your context-sensitive action button. Its many uses include: to man emplaced machine guns, to pick up weapons, to boost your ally over a wall, or to breach a door. Arguably the most important context-sensitive action is to revive a downed ally, which tends to be a common occurrence when you've got a city full of cartel thugs hunting you down.

Many context-sensitive actions, such as reviving, make you temporarily invulnerable while they are being executed. This can be a huge help during rough situations.

Take Cover/Vault Cover



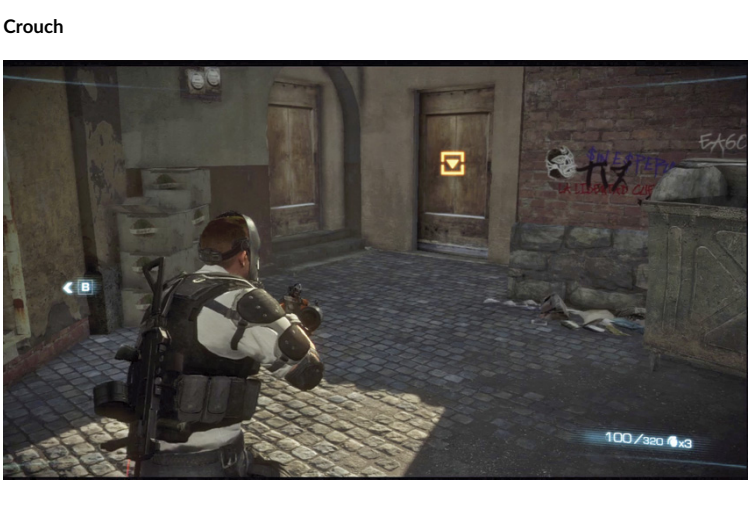


Cover provides protection and concealment against enemy fire. Simply look at the piece of cover you want to use, and if a small blue marker appears next to it, then your operator will sprint at the cover and slide into place once he is close enough to do so. From cover, you can blindfire to maintain some safety while suppressing the enemy, or you can expose yourself to take aimed shots.

Cover can and will be destroyed by enemy and friendly fire alike, especially if you insist and staying behind one single piece of protection. You can transfer between pieces of cover by looking at the position you want to move to, and then pressing the cover button again to start the transfer. Additionally, you can vault directly over a piece of cover to move quickly forward.

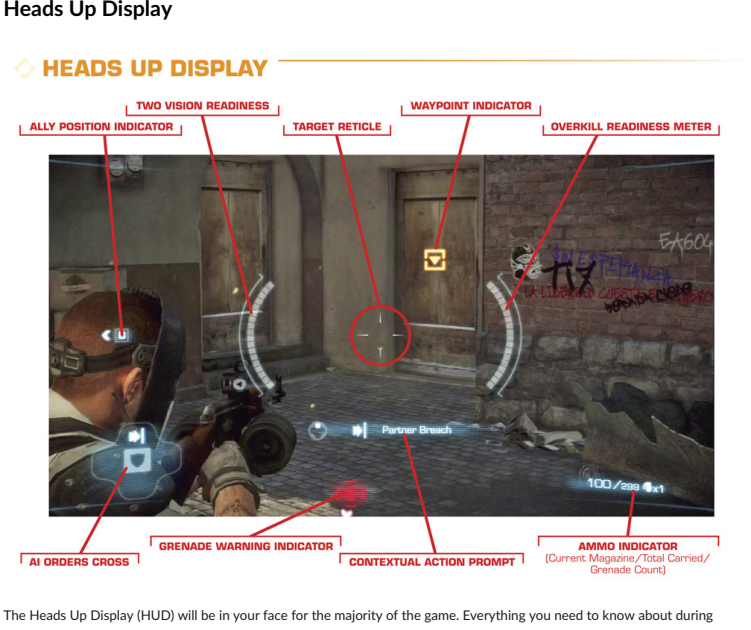
In addition to protecting you from direct fire, cover provides a significant reduction to incoming damage. This means that even light cover which has been badly mangled by enemy fire can still be useful. Aiming and firing from cover also adds additional stability and accuracy, which can be particularly useful for sniper rifles and LMGs.

Crouch

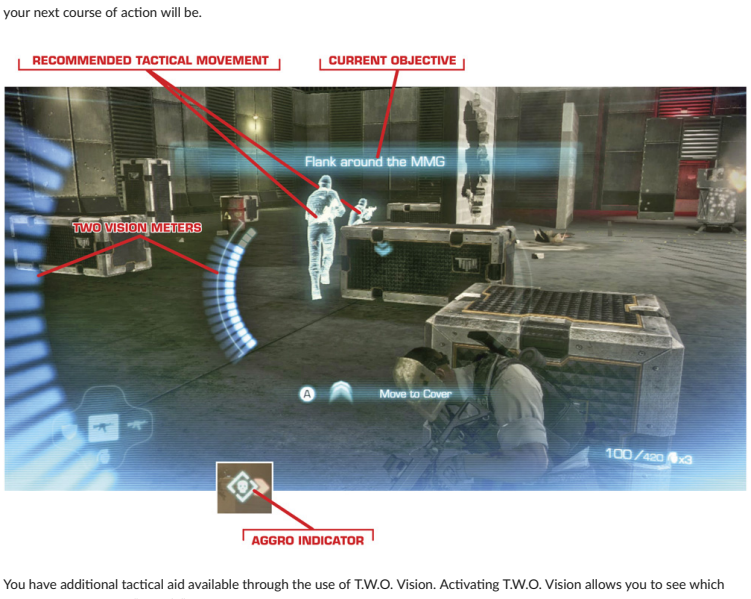


Sometimes taking cover behind something isn't enough, and sometimes it isn't even feasible. Crouching can help lower your profile and steady your aim. You can move while crouched, but this is slower than movement while standing.

Heads Up Display



The Heads Up Display (HUD) will be in your face for the majority of the game. Everything you need to know about during regular gameplay—ammo count, grenade count, the state of your Overkill meter—will be on display to help you decide what your next course of action will be.

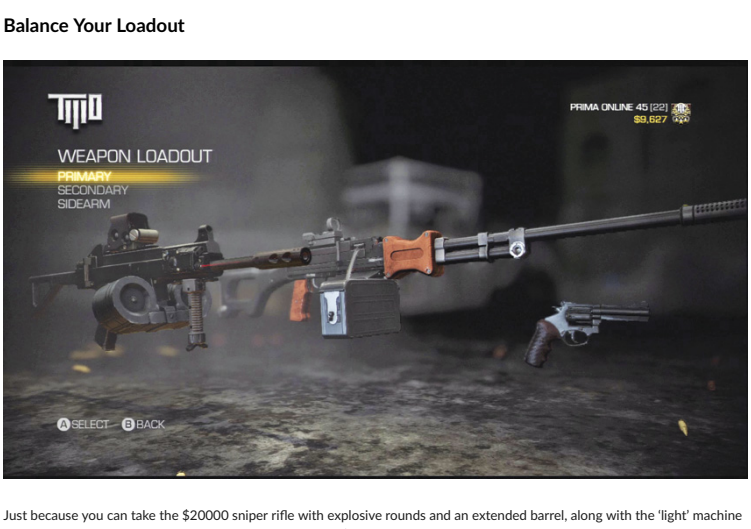


You have additional tactical aid available through the use of T.W.O. Vision. Activating T.W.O. Vision allows you to see which enemies are currently "aggro'd" toward you, and also displays possible flanking routes and defensive positions that are close to your current location. This special vision lasts for ten seconds before requiring a recharge.

Advanced Tactics

Just knowing about the basics is good enough to let you stumble your way from firefight to firefight, but there are some advanced tactics that can elevate you from being an average merc to a walking natural disaster.

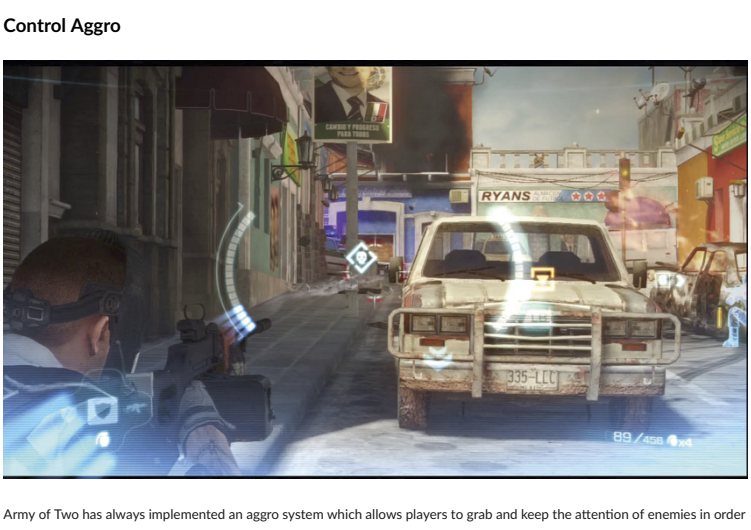
Balance Your Loadout



Just because you can take the $20000 sniper rifle with explosive rounds and an extended barrel, along with the 'light' machine gun with extended magazines and a laser sight, that doesn't necessarily mean you should. Heavy weapons slow you down, which can make getting around the battlefield a real hassle while you're getting shot at.

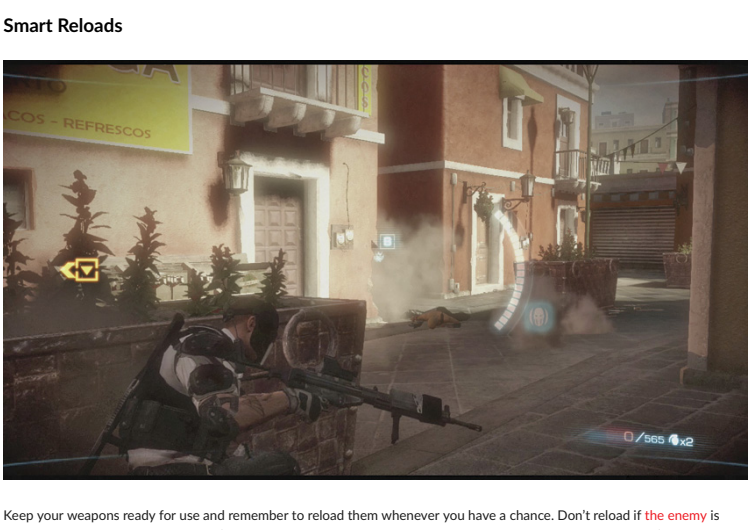
Additionally, it's not a bad policy to carry one high aggro weapon and one low aggro weapon, specifically to help with setting up and executing flanking maneuvers. If you're concerned about losing stopping power by taking a lower aggro weapon, just remember that everything tends to die quickly after being shot in the head.

Control Aggro



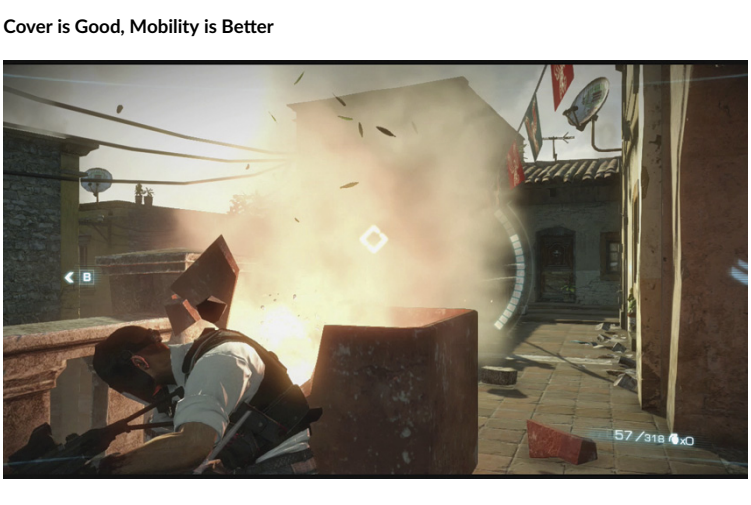
Army of Two has always implemented an aggro system which allows players to grab and keep the attention of enemies in order to set up flanking maneuvers or otherwise take pressure off of an ally. Ideally, you should carry one weapon that has a high aggro rating to set up flanking maneuvers, and one that doesn't to keep your presence relatively unnoticed while your buddy raises hell. Using T.W.O. Vision, you can even determine exactly how much hate you've built up.

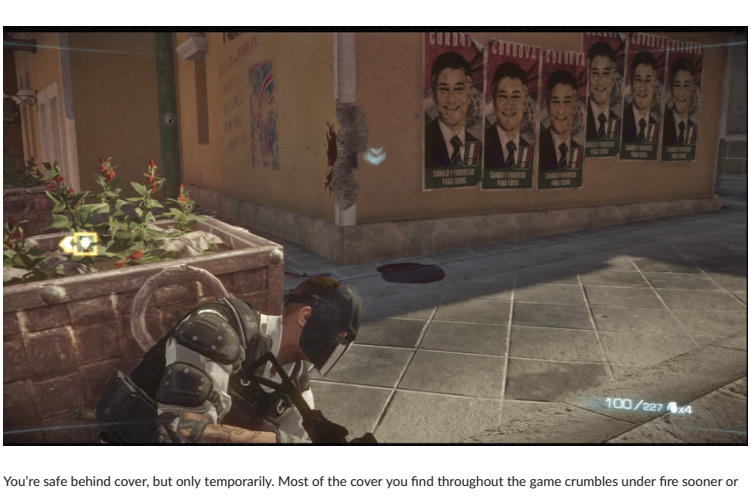
Smart Reloads



Keep your weapons ready for use and remember to reload them whenever you have a chance. Don't reload if the enemy is standing right on top of you, and don't leave your weapons unloaded by switching between them too often. You'll find yourself without ammo (and shortly afterward, without life) if you walk into a situation unprepared.

Cover is Good, Mobility is Better

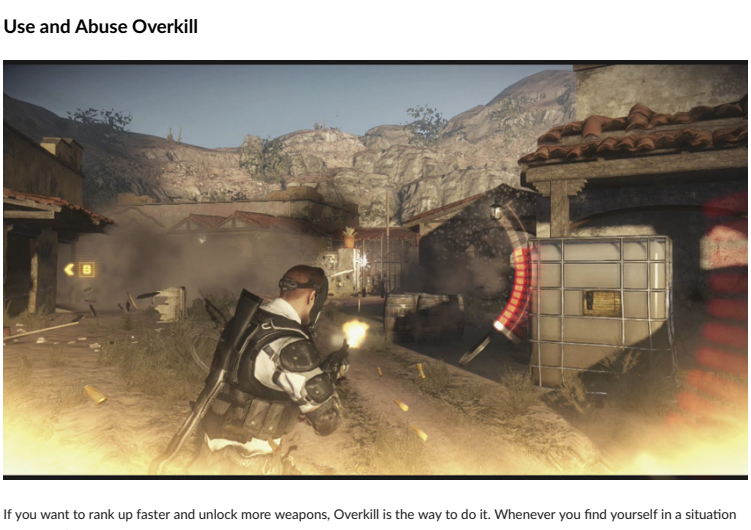




You're safe behind cover, but only temporarily. Most of the cover you find throughout the game crumbles under fire sooner or later, and you will often need to move to another position in a hurry. Use the cover transition ability to quickly move from one spot to another.

This can be difficult if you're equipped with a heavy weapon that has a low mobility rating. It's not a bad idea to switch to a pistol before you transfer from cover to cover, since all of the pistols have high natural mobility ratings. You can turn a surprising number of weapons in all classes into higher-mobility killing machines through modifications.

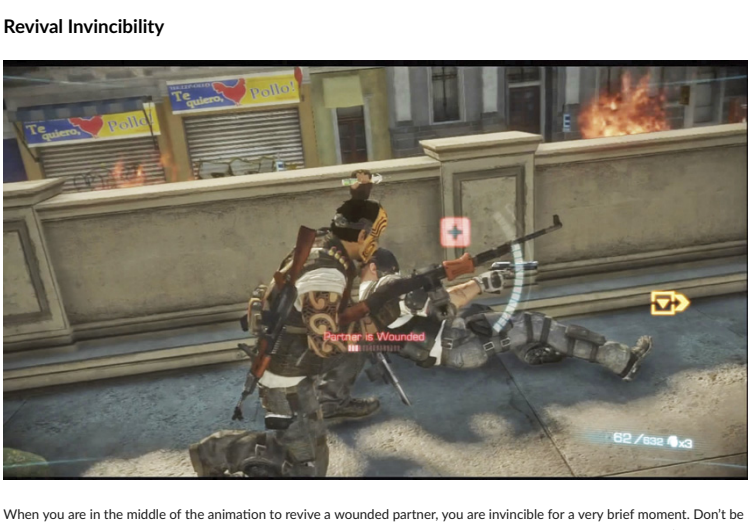
Use and Abuse Overkill



If you want to rank up faster and unlock more weapons, Overkill is the way to do it. Whenever you find yourself in a situation where you're up against a large number of foes, triggering a Double Overkill will earn you points quickly and efficiently. You can also stagger single Overkills to devastate multiple waves of opponents, as opposed to committing everything to a Double Overkill. Use this tactic to extend your bleed out time in the event that your partner is too far away. You have infinite ammo while Overkill is active, without even having to reload. While this is active, your mantra should be "Attack! Attack! Attack!"

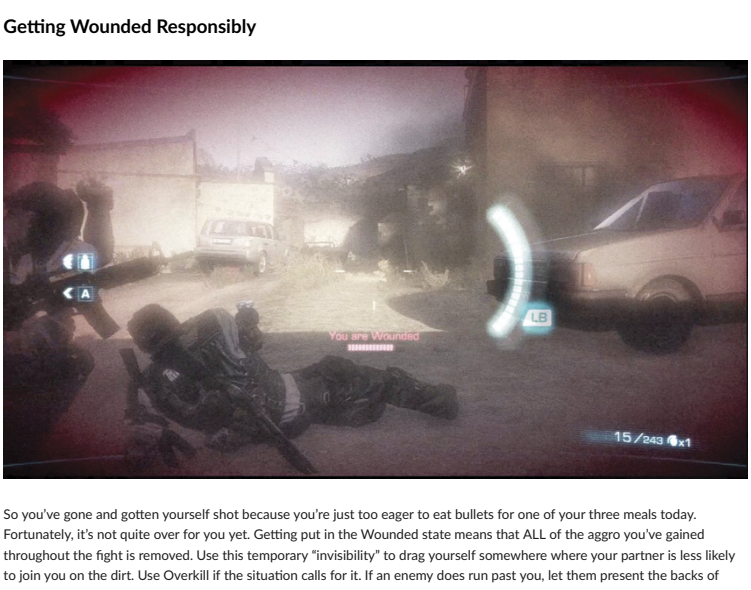
Just make sure that you can reach some cover before Overkill wears off.

Revival Invincibility



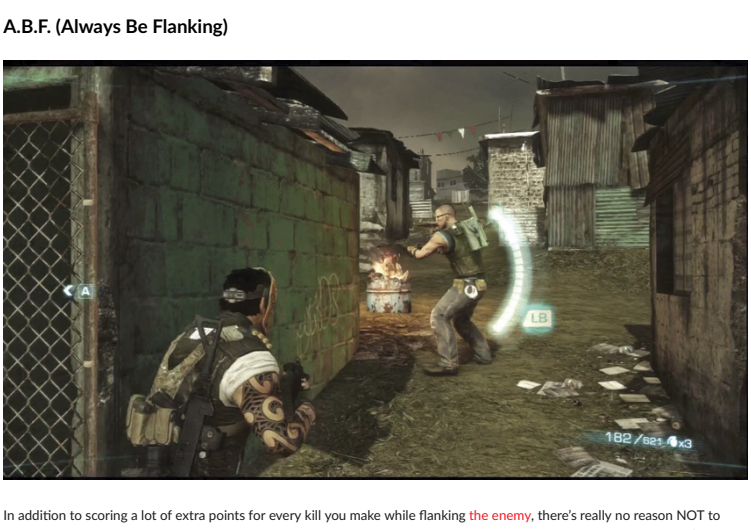
When you are in the middle of the animation to revive a wounded partner, you are invincible for a very brief moment. Don't be afraid to run out into the open if necessary to pick your buddy up. Remember: if one of you goes down for good, it's over for both of you.

Getting Wounded Responsibly



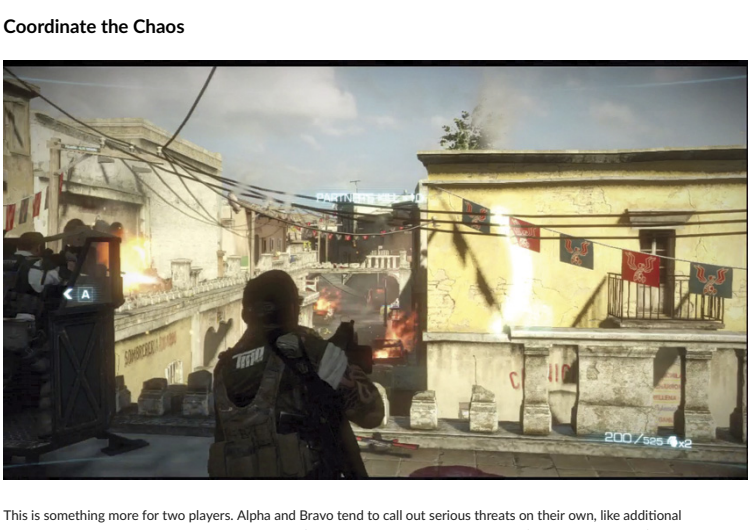
So you've gone and gotten yourself shot because you're just too eager to eat bullets for one of your three meals today. Fortunately, it's not quite over for you yet. Getting put in the Wounded state means that ALL of the aggro you've gained throughout the fight is removed. Use this temporary "invisibility" to drag yourself somewhere where your partner is less likely to join you on the dirt. Use Overkill if the situation calls for it. If an enemy does run past you, let them present the backs of their heads to you and use your pistol to pop some melons. Just remember that once you start shooting while Wounded, the enemy can speed up your bleed out by shooting back.

A.B.F. (Always Be Flanking)



In addition to scoring a lot of extra points for every kill you make while flanking the enemy, there's really no reason NOT to flank the cartel troops whenever the opportunity presents itself. The aggro system allows you to literally turn enemies' backs to at least one member of your team, and many of the biggest firefights throughout La Puerta have convenient side routes for you to take advantage of.

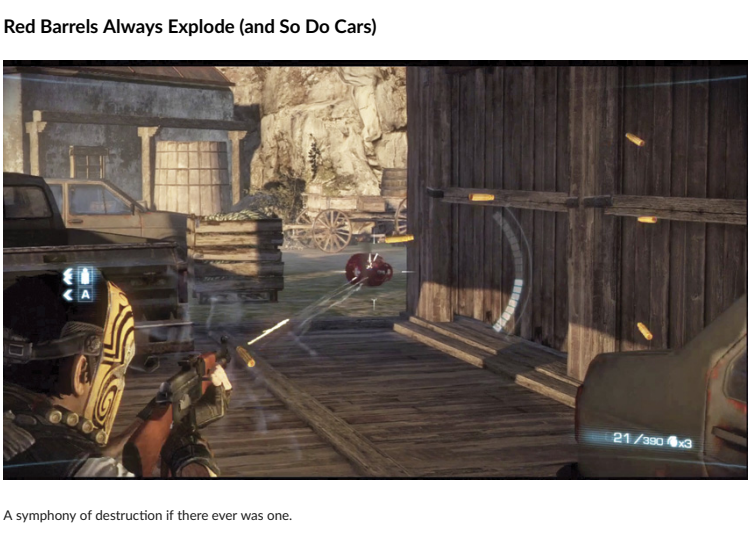
Coordinate the Chaos



This is something more for two players. Alpha and Bravo tend to call out serious threats on their own, like additional reinforcements, snipers, or RPG users, but they don't necessarily give out locations. If you're playing The Devil's Cartel without an active microphone to communicate with your buddy, you're making things much harder on yourself. Call out exact locations of enemies, and warn your partner about incoming RPG rounds or grenades (especially since it can be hard to see rockets or grenade indicators in the middle of chaotic fights). Tell your buddy when you're shifting locations, or if you're taking control of a mounted machine gun. Army of Two wants you to communicate!

If you don't have a human partner, you're not out of luck. Telling Bravo to take aggro off of you means that he will do everything he can to accomplish that, and you can still set up basic flanking maneuvers using orders.

Red Barrels Always Explode (and So Do Cars)



A symphony of destruction if there ever was one.

Be an environmentalist. There's almost always a way for you to use the environment against your enemies in an explosive fashion. The average cartel shooters go down like a sack of bricks if they're too close to an explosion, and you can use the various gas tanks and propane canisters that litter La Puerta to score multi-kills. Most vehicles you encounter on the streets also tend to explode after sustained gunfire. All explosions, regardless of what they come from, are enhanced by Overkill mode.

Of course, this also means that anything that explodes in the environment can and will be used against you, so pay close attention to your surroundings.

The Scoring System

The Devil's Cartel features a robust scoring system that allows players to benefit from just about any action they take in battle. Every basic kill you score earns you $10 that goes into your cash pool, as well as your experience bar. Additionally, whenever you execute a specially designated Co-op Action, you score additional points. Better yet, you can combo Co-op Actions up to a maximum of ten times. If you're working with a skilled partner, you can start racking up astronomical dollar amounts by the end of some of the tougher missions. See the chart below for details on the various Co-op Actions that are counted for points.

ACTIONS/BONUSES	DESCRIPTION	CASH
Tag Team	You and your partner shoot and kill the same target	[50]
Surprise	Kill an enemy who is unaware of your presence	[25]
Flank	Kill an enemy who is focused on your partner from the side or from behind	[100]
Bait	Have the aggro of an enemy killed by your partner	[75]
Headshot	Kill an enemy with a Headshot	[50]
Melee	Score a kill using a melee attack	[25]
Backstab	Score a melee kill from behind	[50]
Shielded	Use a Riot Shield to block incoming fire for your partner	[50]
Multi Kill	Score 2 or more kills simultaneously using a grenade or an environmental hazard	[25]
Co-op Combo x2	Perform 2 Co-op Actions in a row	[50]
Co-op Combo x3	Perform 3 Co-op Actions in a row	[100]
Co-op Combo x4	Perform 4 Co-op Actions in a row	[200]
Co-op Combo x5	Perform 5 Co-op Actions in a row	[300]
Co-op Combo x6	Perform 6 Co-op Actions in a row	[400]
Co-op Combo x7	Perform 7 Co-op Actions in a row	[500]
Co-op Combo x8	Perform 8 Co-op Actions in a row	[600]
Co-op Combo x9	Perform 9 Co-op Actions in a row	[700]
Co-op Combo x10	Perform 10 Co-op Actions in a row	[1000]
Flawless Breach	Kill all enemies during a Breach and Clear	[250]
Single Overkill	Kill someone in Overkill	[200]
Double Overkill	Kill someone in Double Overkill	[400]
Revive	Revive a Wounded partner	[25]
Saviour	Rescue a partner who is struggling in a Physical Confrontation	[25]
Time to complete the map	Bonus based on time spent to complete the map: declines by $5 for every second over par, increases by $5 for every second under par	Variable
Difficulty Modifier	Bonus based on difficulty: Easy = 1.05, Medium = 1.10, Hard = 1.15, Insane = 1.2	Variable

There are a number of ways you can rack up co-op combo bonuses, but by far the most effective way (aside from Overkill) is simply to stay close to your partner and shoot whatever they are shooting at. If you're really looking to break the scoring system, have both you and your partner take weapons with middling damage ratings. This way, your initial shot won't kill your enemy outright, allowing your buddy to also focus fire on the same target. To really milk the cash out of an individual kill, injure an enemy and have your partner finish them off with a headshot.

Of course, that's all easier said than done, even under the best of circumstances.

Progression

There are 25 ranks to achieve as a T.W.O. mercenary. Gaining ranks is as simple as ventilating cartel members with copious amounts of firepower and taking advantage of the scoring system. As you gain ranks, you unlock new weapons, mods for said weapons, new outfits, new ballistics masks, and new tattoos. Use these to customize your character and loadout to your liking. See the chart below for the full list of unlocks earned through rank progression, as well as additional unlocks available through alternate means.

RANK	WEAPONS	WEAPONS PARTS	TACTCAL GEAR	TATTOOS	WEAPON SKINS	SIGNATURE MASKS	CONTRACTS	OTHERS
1 (Contractor Tier 1)	M4 (Assault), LE-400 (Shotgun), M92 (Handgun), AK-47 (Assault), SD3 (SMG), SAW (LMG), SWAT-LR .300 (Sniper)	Assault Stock, Extended Magazine, Under Mount Foregrip, Barrel Assault, Barrel Precision	Alpha, Bravo, Contractor, Commando, Skull Candy	Alpha, Bravo, Mayan, Native, Inked 1, Inked 2	Default - Free, Wood Series, Anodized Series, Paint Series	Alpha, Bravo, Bird, Shark, Pink Camo, Veteran, Frostbite, Ninja, Training, Nightmare, Skull Candy	None	
2 (Contractor Tier 2)	FX-05 (Assault), Model 971 (Handgun)	Double Magazine, Side Mount Rail Magazine		Fighter	Rattlesnake Snakeskin	Red Creature		
3 (Contractor Tier 3)	Ruslan MK3 (SMG), ASG Combat (Shotgun)	Side Mount Laser Sight, Under Mount Laser Sight	Chillin'	Inked 3	Desert Camo	Desert Camo		
4 (Contractor Tier 4)	RPD (LMG), BR-19 (Assault)	Holo Sight, ACOG Scope, Long Range Scope			Easter Fox Snakeskin	Purple Dot		
5 (Field Agent Tier 1)		Muzzle Brake, Silencer	Roadie	Death	Forest Camo	Forest Camo, Isaac		
6 (Field Agent Tier 2)	M1911 (Handgun), Longshot SR (Sniper)	Precision Stock, Under Mount Blind Fire Camera			Eastern Indigo Snakeskin	Bullseye		
7 (Field Agent Tier 3)	M-KAR (Assault), MP-U45 (SMG)	Armor Piercing Ammo, Drum Mag	Sport	Pirate	Urban Camo	Urban Camo		
8 (Field Agent Tier 4)	Falcon .50 (Handgun), MG-23 (LMG)	Under Mount Grenade Launcher, Dragon's Breath Ammo			Pale Amazonian Snakeskin	Biker		
9 (Veteran Field Agent)		Side Mount Ballistic Shield, Explosive ammo	Extractor	Chinese	Winter Camo	Winter Camo, Carver		
10 (Senior Field Agent)	SVD (Sniper), MTAB-19 (Assault)	Double Drum, Rapid Reload Stock			Black Pine Snakeskin	Flower		
11 (Operative Tier 1)	S-12 (Shotgun), UCAP 9000 (SMG)		Heavy Gunner	Sailor	Desert Digital	Desert Digital, Evil Skull		
12 (Operative Tier 2)	P226 (Handgun), M1 (Assault)				Sand Snake Snakeskin	Zombie		
13 (Operative Tier 3)			Operative	Pin-Up	Silver, Polished Silver	Goaler, Visceral		
14 (Operative Tier 4)	DAO-X (Shotgun)				Forest Digital	Forest Digital		
15 (Veteran Operative)	AMR-50 (Sniper)		Spec Ops	Inked 4	Alameda Whip Snakeskin	Mime		
16 (Senior Operative)	FH-80 (Assault)				Urban Digital	Urban Digital		
17 (Elite Operative)			Elite	Armageddon	Buttermilk Racer, Snakeskin	Outlaw, Isaac Miner		
18 (Officer Tier 1)	MK-IX (SMG)				Winter Digital	Winter Digital		
19 (Officer Tier 2)	MG-40 (LMG)		Biker	Zombies		Modern camo		
20 (Officer Tier 3)	MAG-44 (Handgun)				Ivory Series	Axe, Viking		
21 (Veteran Officer)			Salem	Japanese	Smooth Green Snakeskin	Panda		
22 (Senior Officer)				Mayan Skulls	Black Garter Snakeskin	Luxury, Evil Clown		
23 (Elite Officer)			Rios	Nautical	Snail Eater Snakeskin			
24 (Field Team Leader)			Executive Rios	Fiona	Red Rat Snakeskin	Hockey		
25 (Field Commander)		The "Alternative" Silencer, The "Substitute" Silencer	Meat Shield	Rios, Salem	Matte Gold, Polished Gold	Smile, Meat Mask		

OTHERS	WEAPONS	OUTFITS	TATTOOS	WEAPON SKINS	SIGNATURE MASKS DECAL ONLY	CONTRACTS	OTHERS
Complete the campaign (any difficulty)					Rios Bronze, Salem Classic, Salem Classic Dark, El Diablo, Rios Executive, Salem Pointy, Salem Pointy Dark, Rios Classic		Insane Difficulty Mode
Complete the campaign (on insane)		Inmate			Horse		

PDLC/DEALS	WEAPONS	OUTFITS	TATTOOS	WEAPON SKINS	SIGNATURE MASKS DECAL ONLY	CONTRACTS	OTHERS
Finish Demo	X9 Tactical (Assault)				White Alpha, Dark Bravo		
Gamestop Exclusive					B.o.B. Mask (Patriot), Big Boi Mask (Medic)	1 Hit-Makers Contract: Confontation Mission	
Limited Edition Version	TAH-9 (Handgun), AK-47 "Day of the Dead", Double-D (Shotgun)	Full Auto, Overkiller, Dia de los Muertos			Polymer, Overkiller, Dia de los Muertos 1, Dia de los Muertos 2	3 Overkillers Contracts: Rally Point, Mission-Outside Contract, Mission-assult Mission	

Two Gear

The Gear Makes The Man

Army of Two: The Devil's Cartel provides an extensive arsenal of weapons and modifications to ensure that you are more than prepared to send cartel scum to their much deserved deaths. Players can also customize the appearances of their T.W.O. operatives by choosing from a number of different ballistic masks, tactical gear, and even tattoos.

Weapons and Mods

Alpha and Bravo have access to 35 weapons purchasable from the T.W.O. Armory. These weapons can be unlocked by achieving specific T.W.O. ranks over the course of the game. Many of the weapons feature multiple customization slots, allowing players to modify their chosen pieces into the killing machines they need them to be, able to handle any unfortunate circumstance in the field.

All weapons available in the armory have their own unique statistical ratings: Fire Mode, Rate of Fire, Damage, Accuracy, Range, Mobility, Magazine Size, Reload Speed, and Aggro. Aside from Fire Mode, weapon stats are measured on a 20-point scale.

Fire Mode

The fire mode of a weapon determines how much lead it can spew out. Automatic weapons tend to have some of the highest fire rates, but certain Single Shot weapons can have incredibly high rates of fire as well, depending on how fast you can pull the trigger. Burst Fire weapons shoot a small barrage of bullets per trigger pull. Single Shot Bolt Action weapons tend to have the lowest fire rates in the game, but they are often compensated by high damage ratings.

Rate of Fire

This rating is a measurement of how fast a weapon can expend a magazine of ammo. It is based on both the fire mode and the potential ability of the player to quickly pull the trigger. A high rate of fire, while important, can be outweighed by other factors such as damage, accuracy, or even reload speed.

Damage

This is an easy rating to understand: the higher the damage rating, the more lethal the weapon is per shot. Weapons with lower rates of fire tend to be much more powerful to offset their handicap. Certain weapon mods can lower or increase a weapon's damage rating.

Accuracy

This rating is a measurement of first shot accuracy and overall accuracy degradation during continuous fire. A weapon's accuracy rating is arguably as important as its damage rating. Sniper rifles tend to be the most accurate weapons, but it's possible to modify some assault rifles to reach similar levels of accuracy. Weapons with high accuracy ratings can make landing crucial headshots much easier, even when you are on the move.

Range

The range rating determines how quickly a weapon's damage drops off over distance. The better the range, the more effective the weapon will be at greater distances.

Mobility

Guns are not always light pieces of equipment, and this can affect how fast you move in the field during combat. Weapons with low mobility ratings tend to be the heaviest pieces of gear, like sniper rifles and LMGs. One way to negate a low mobility disadvantage is to switch to a lighter weapon while moving between pieces of cover.

Magazine Size

Magazine size tends to vary based on weapon class. Assault rifles tend to have 20- to 30-round magazines, while LMGs start off with 100-round magazines. Having a high-capacity weapon can help you stay in the fight longer with fewer interruptions, and there are a number of weapon mods that improve magazine size.

Reload Speed

If you need to reload in the middle of a firefight, it's best to do so quickly and efficiently. Certain weapon mods can effectively halve or double reloading times, so keep this rating in mind when choosing your loadouts.

Aggro

A useful strategy in combat is to take out the larger threats first. Using a weapon with a high aggro rating will quickly get you marked as a priority target by your enemies during combat, which can give your partner a chance to sneak around to their flanks while you keep their attention.

Assault Rifles

Of all the weapons that are available to players, assault rifles are the most numerous and most versatile. Assault rifles offer the most extensive customization options of all available weapons, making them the best all-around weapons for any combat situation in the game. Certainly, there are shotguns that can out-perform an assault rifle in close-range battle, and there are sniper rifles that are far more accurate and powerful, but vesatility can help you go further.

While any assault rifle can be modified to meet your needs, the BR-19 is one of the best assault rifles available. Hard-hitting even in its standard form, the only real weaknesses of the weapon are its relatively low accuracy rating (for a weapon in this class) and its low magazine capacity (starting at 20 rounds). However, you can easily remedy these problems with modified magazines, increasing either capacity or reload speed, and a mounted laser sight on the side of the barrel to increase accuracy.

Image	Weapon Name	Fire Mode	Rate of Fire	Damage	Accuracy	Range	Mobility	Magazine Size	Reload Speed	Aggro
	M4	Automatic	14	7	6	14	11	4	8	10
	AK-47	Automatic	17	10	6	10	11	4	7	13
	AK-47 'Day of the Dead'	Automatic	17	10	6	10	11	4	7	13
	X9 Tactical	Burst Fire	13	8	12	13	13	4	12	10
	FX-05	Automatic	17	7	11	16	13	4	7	10
	BR-19	Automatic	10	14	9	15	12	3	7	13
	M-KAR	Automatic	19	8	10	12	15	4	11	8
	MTAB-19	Burst Fire	14	12	9	13	15	4	9	13
	M1	Single Fire	7	20	13	20	11	3	6	10
	FH-80	Automatic	13	12	11	18	13	4	7	8

LMGs

Light machine guns deliver high rates of fire from high-capacity magazines. Per bullet, they are often not as powerful as assault rifles, but it's hard to beat such naturally large magazine sizes. LMGs are great weapons for taking and maintaining aggro when you need to give your buddy a flanking opportunity.

Early in the T.W.O. ranks, you unlock the RPD LMG for purchase in the Armory. This is a solid weapon if you're willing to fight its low accuracy rating (the lowest of all LMGs). Still, with proper mods and by firing in short, controlled bursts, you can dominate with the RPD while worrying less about reloading.

Image	Weapon Name	Fire Mode	Rate of Fire	Damage	Accuracy	Range	Mobility	Magazine Size	Reload Speed	Aggro
	SAW	Automatic	19	4	7	13	10	14	2	13
	MG-23	Automatic	14	8	9	18	13	14	3	10
	RPD	Automatic	15	10	4	14	11	14	4	13
	MG-40	Automatic	13	16	7	14	7	14	3	13

Shotguns

Shotguns are the ultimate close-range solutions available to a soldier. They are utterly devastating to even heavily-armored soldiers, but this advantage often comes at the price of low magazine size, low accuracy, and very short range ratings. However, it's pretty damned hard to miss when you're in close quarters, and that is usually where you are when you're wielding a shotgun.

For the money, the ASG Combat is one of the best shotguns available. Althrough it's limited to low magazine size and low reload speed ratings, no other shotgun can hit as hard and as fast as the ASG Combat can for players with fast trigger fingers.

Image	Weapon Name	Fire Mode	Rate of Fire	Damage	Accuracy	Range	Mobility	Magazine Size	Reload Speed	Aggro
	LE-400	Single Fire with Bolt Action	13	8	3	6	12	1	9	10
	Double-D	Single Fire	4	19	1	8	15	1	9	15
	ASG Combat	Single Fire	14	16	8	13	12	2	4	10
	S-12	Automatic	18	8	1	5	11	2	12	13
	DAO-X	Single Fire	9	11	5	7	13	5	7	10

SMGs

Resting neatly between assault rifles and LMGs, submachine guns are short- to mid-range weapons that deliver high rates of fire and have decent magazine sizes. While not quite the "deciders" that shotguns can be, SMGs can have a lot of utility when modded properly. They also make excellent low-aggro weapons to facilitate flanking maneuvers when your partner is holding aggro.

Of the available SMGs, the SD3 is one of the best. Its burst fire mode may dissuade some players, but the SD3 is fairly accurate when compared to other weapons in its class, and the first burst from the weapon will land almost every shot on the target you've selected.

Image	Weapon Name	Fire Mode	Rate of Fire	Damage	Accuracy	Range	Mobility	Magazine Size	Reload Speed	Aggro
	MP-U45	Automatic	14	8	4	7	11	4	12	10
	Ruslan MK3	Automatic	14	2	10	11	14	4	9	5
	SD3	Burst Fire	16	10	10	13	15	4	8	10
	UCAP 9000	Automatic	20	4	9	9	14	9	8	8
	MK-IX	Automatic	19	6	9	11	16	4	8	13

Sniper Rifles

When you really need to reach out and touch someone from far away, nothing beats a sniper rifle. Most sniper rifles offer high damage and high accuracy, and are able to drop most human targets in one or two shots, making short work of even Brutes. There are few mods available to sniper rifles, making them extremely specialized weapons.

You unlock the AMR-50 late into the T.W.O. ranks, but it's one of the best weapons in the entire game. While it's not the most powerful sniper rifle in terms of damage, the AMR-50 enjoys one of the highest rates of fire available while also providing extreme damage and accuracy. It's almost worth grinding to unlock this rifle in time for the final missions of the Campaign, when you are thrown up against the cartel's elites.

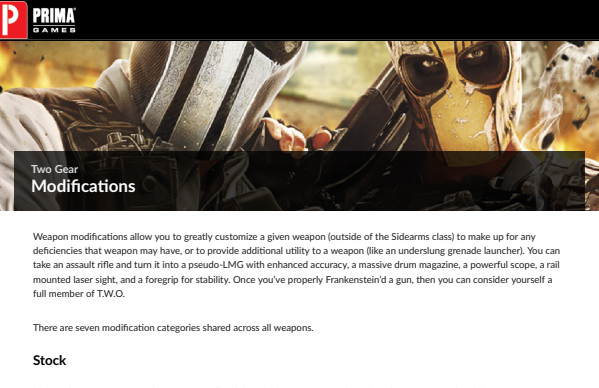
Image	Weapon Name	Fire Mode	Rate of Fire	Damage	Accuracy	Range	Mobility	Magazine Size	Reload Speed	Aggro
	SWAT-LR .300	Single Fire with Bolt Action	4	14	20	20	16	1	7	10
	Longshot R50	Single Fire with Bolt Action	1	18	15	20	15	1	8	10
	SVD	Single Fire	8	7	20	20	15	2	6	10
	AMR-50	Single Fire	8	14	20	20	13	1	3	13

Sidearms

Sidearms should not be considered solely as backup, last-ditch weapons. Switching to a sidearm is faster than reloading any gun in the game, making it possible to score a needed kill against an enemy that has you on the verge of death. More importantly, sidearms are the only weapons you can use while in the Wounded state, which makes selecting a good sidearm an important choice. Sidearms tend to be shorter-range weapons, making them unsuitable for ranged combat. Also, unlike any other weapon available in the armory, sidearms cannot accept performance modifications.

You can be successful with just about any sidearm, but in terms of overall usability, it's hard to beat the old M1911. It's not the most powerful sidearm, but it does enjoy solid damage ratings and a decent rate of fire. For players looking for something with a little more kick (while also maintaining good Accuracy), the Falcon .50 is a good choice.

Image	Weapon Name	Fire Mode	Rate of Fire	Damage	Accuracy	Range	Mobility	Magazine Size	Reload Speed	Aggro
	M92	Single Fire	15	8	18	10	13	2	11	10
	TAH-9	Automatic	20	2	4	10	7	4	9	10
	Model 971	Single Fire	2	14	18	18	15	1	7	10
	M1911	Single Fire	17	10	16	17	17	1	14	5
	Falcon .50	Single Fire	5	18	12	10	13	2	7	10
	P226	Single Fire	20	11	17	13	13	2	11	8
	MAG-44	Single Fire	1	20	3	13	13	1	7	10



Two Gear

Modifications

Weapon modifications allows you to greatly customize a given weapon (outside of the Sidearms class) to make up for any deficiencies that weapon may have, or to provide additional utility to a weapon (like an underslung grenade launcher). You can take an assault rifle and turn it into a pseudo-LMG with enhanced accuracy, a massive drum magazine, a powerful scope, a rail mounted laser sight, and a foregrip for stability. Once you've properly Frankenstein'd a gun, then you can consider yourself a full member of T.W.O.

There are seven modification categories shared across all weapons.

Stock

The stock of a weapon can change its overall stability, either improving or degrading the accuracy and mobility ratings.

Magazine

Magazine mods can improve the magazine size or reload speed of a weapon. Certain magazine mods can improve the damage rating of a gun, such as armor piercing rounds or fiery Dragon's Breath rounds.

Sight

A good sight can change the entire focus of a weapon. It is able to enhance the accuracy of a weapon to such a degree that even an LMG feels capable of accurately nailing a headshot from half a block away.

Under Mount

Under mount mods include a wide variety of special enhancements for weapons. Foregrips and laser sights increase accuracy, and blind-fire cameras improve accuracy while firing from behind cover. A number of weapons are capable of mounting grenade launchers to this slot, adding serious firepower to any weapon capable of taking one.

Side Mount

Adding additional utility to weapons that can use them, side mount mods include the ballistic shield for extra protection from enemy fire, and even a special mount for an additional magazine to speed up reloads.

Barrel

Adjusting the barrel of a weapon can affect its range and mobility. It's generally a good idea to shoot for more mobility if at all possible when adjusting the barrel, if only to help you get around the battlefield faster.

Muzzle

Modifications for the muzzle of a weapon include silencers that reduce aggro and range ratings, and muzzle brakes that increase aggro and accuracy ratings. Use these mods to further adjust the purpose of a weapon—either to get the attention of your enemies, or to quietly slip behind them and murder them before they can react.

Weapon modifications are shared across multiple weapons, but they have different appearances depending on the weapon. We've created a chart that shows all available modifications, as well as their effects, organized by weapon.

Weapon: M4

Part:

Stock

Standard: Available

Folded Standard: Available

Assault: 2 Mobility

Folded Assault: 2 Mobility

Precision: 2 Accuracy

Folded Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Handle: Available

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Grenade Launcher: -3 Mobility

None: Available

Side Mount

Rail Magazine: 2 Reload Speed

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

None: Available

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: AK-47

Part:

Stock

Standard: Available

Assault: 2 Mobility

Precision: 2 Accuracy

Folded Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: AK-47 DOD

Part:

Stock

Standard: Available

Assault: 2 Mobility

Precision: 2 Accuracy

Folded Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: X9 Tactical

Part:

Stock

Standard: Available

Folded Standard: Available

Precision: 2 Accuracy

Folded Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Side Mount

Rail Magazine: 2 Reload Speed

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Muzzle Brake: 4 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: FX-05

Part:

Stock

Standard: Available

Folded Standard: Available

Assault: 2 Mobility

Folded Assault: 2 Mobility

Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope + Handle: Available

None: Available

Under Mount

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Grenade Launcher: -3 Mobility

None: Available

Side Mount

Rail Magazine: 2 Reload Speed

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

None: Available

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Muzzle Brake: 4 Accuracy

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: BR-19

Part:

Stock

Standard: Available

Assault: 2 Mobility

Folded Assault: 2 Mobility

Precision: 2 Accuracy

Folded Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera 1 Accuracy

Grenade Launcher -3 Mobility

Side Mount

Rail Magazine: 2 Reload Speed

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

None: Available

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Muzzle Brake: 4 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: M-KAR

Part:

Stock

Assault: 2 Mobility

Precision: 2 Accuracy

Folded Precision: 2 Accuracy

Magazine

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Grenade Launcher: -3 Mobility

None: Available

Side Mount

Rail Magazine: 2 Reload Speed

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

None: Available

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Muzzle Brake: 4 Accuracy 2 Aggro

Silencer: Available

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: MTAB-19

Part:

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

None: Available

Side Mount

Rail Magazine: 2 Reload Speed

Laser Sight: 1 Accuracy

None: Available

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: M1

Part:

Magazine

Standard: Available

Extended: 1 Mag Size

Explosive: Available

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

Standard Scope: 3 Accuracy

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy

Silencer: -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: FH-80

Part:

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Sight

Handle: Available

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

Weapon: SAW

Part:

Stock

Standard: Available

Assault: 2 Mobility

Folded Assault: Available

Magazine

Extended: 5 Mag Size

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Side Mount

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

None: Available

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: RPD

Part:

Stock

Standard: Available

Assault: 2 Mobility

Magazine

Extended: 5 MagSize

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: MG-23

Part:

Magazine

Standard: Available

Extended: 5 MagSize

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available□Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: MG-40

Part:

Magazine

Standard: Available

Extended: 5 MagSize

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Barrel

Standard: Available

Assault: -2 Range 2 Mobility

Precision: 2 Range -2 Mobility

Muzzle

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: LE-400

Part:

Stock

Standard: Available

Assault: 2 Mobility

Precision: 2 Accuracy

Rapid Reload: 2 Reload Speed

Magazine

Standard: Available

Extended: 2 Mag Size

Dragon's Breath: 3 Damage -2 Range

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

Under Mount

Laser Sight: 1 Accuracy

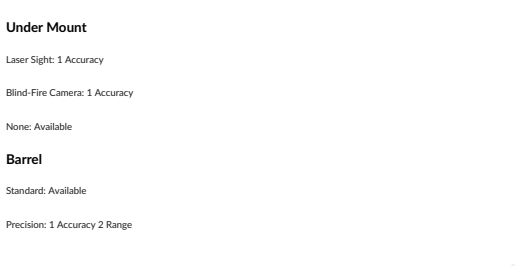
Blind-Fire Camera: 1 Accuracy

None: Available

Barrel

Standard: Available

Precision: 1 Accuracy 2 Range



Weapon: Double-D

Part:

Stock

Standard: Available

Assault: 2 Mobility

Rapid Reload: 2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Laser Sight: 1 Accuracy

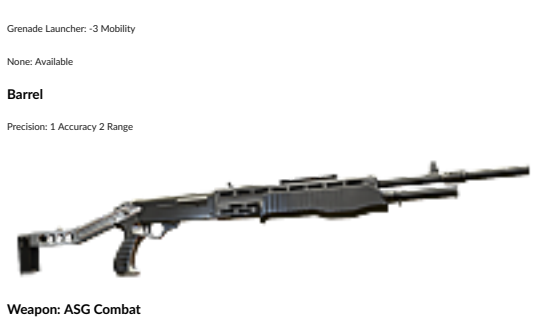
Blind-Fire Camera: 1 Accuracy

Grenade Launcher: -3 Mobility

None: Available

Barrel

Precision: 1 Accuracy 2 Range



Weapon: ASG Combat

Part:

Stock

Standard: Available

Folded Standard: Available

None: Available

Magazine

Standard: Available

Dragon's Breath: 3 Damage -2 Range

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Barrel

Standard: Available

Assault: 2 Accuracy -2 Range

Precision: 1 Accuracy 2 Range

Muzzle

Silencer: -2 Range -2 Aggro

Weapon: S-12

Part:

Stock

Standard: Available

Folded Standard: Available

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Dragon's Breath: 3 Damage -2 Range

Sight

Handle: Available

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 2 Accuracy

Blind-Fire Camera: 1 Accuracy

Grenade Launcher: -3 Mobility

Barrel

Standard: Available

Assault: 2 Accuracy -2 Range

Precision: 1 Accuracy 2 Range

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: DAO-X

Part:

Stock

Standard: Available

Folded Standard: Available

Magazine

Standard: Available

Dragon's Breath: 3 Damage -2 Range

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Weapon: MP-U45

Part:

Stock

Standard: Available

Folded Standard: Available

Assault: 2 Mobility

Folded Assault: 2 Mobility

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Double Drum: -1 Mobility 5 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Side Mount

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

None: Available

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: Ruslan MK3

Part:

Stock

Standard: Available

Folded Standard: Available

Assault: 2 Mobility

Folded Assault: 2 Mobility

Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Drum: 3 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

None: Available

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: SD3

Part:

Stock

Standard: Available

Folded Standard: Available

Assault: 2 Mobility

Folded Assault: 2 Mobility

Precision: 2 Accuracy

Magazine

Standard: Available

Extended: 1 Mag Size

Double: 2 Reload Speed

Armor Piercing: 2 Damage

Drum: 3 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: UCAP 9000

Part:

Stock

Standard: Available

Assault: 2 Mobility

Precision: 2 Accuracy

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Side Mount

Laser Sight: 1 Accuracy

Ballistic Shield: -3 Mobility

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: MK-IK

Part:

Stock

Standard: Available

Folded Standard: Available

Assault: 2 Mobility

Folded Assault: 2 Mobility

Magazine

Standard: Available

Extended: 1 Mag Size

Drum: 3 Mag Size -2 Reload Speed

Sight

Holo Sight: 2 Accuracy

Acog Scope: 3 Accuracy

None: Available

Under Mount

Foregrip: 2 Accuracy

Laser Sight: 1 Accuracy

Blind-Fire Camera: 1 Accuracy

Barrel

Standard: Available

Precision: 2 Range -2 Mobility

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

The "Alternative": -2 Range -2 Aggro

The "Substitute": -2 Range -2 Aggro

Weapon: SWAT-LR .300

Part:

Stock

Standard: Available

Precision: 2 Mobility

Folded Precision: 2 Mobility

Magazine

Standard: Available

Extended: 1 Mag Size

Explosive: 2 Damage -1 Accuracy

Sight

Standard Scope: Available

Long Range Scope: Available

Under Mount

Foregrip: Available

Laser Sight: Available

Muzzle

Muzzle Brake: 2 Aggro

Silencer: -2 Range -2 Aggro

Weapon: Longshot R50

Part:

Magazine

Standard: Available

Double: 2 Reload Speed

Sight

Standard Scope: Available

Long Range Scope: 2 Accuracy

Muzzle

Standard: Available

Muzzle Brake: 2 Accuracy 2 Aggro

Silencer: -2 Range -2 Aggro

Weapon: SVD

Part:

Stock

Standard: Available

Precision: Available

Magazine

Standard: Available

Extended: 1 Mag Size

Explosive: 2 Damage 1 Accuracy

Muzzle

Standard: Available

Muzzle Brake: 2 Aggro

Silencer: -2 Range -2 Aggro

Weapon: AMR-50

Part:

Stock

Standard: Available

Folded Standard: Available

Magazine

Standard: Available

Extended: 2 Mag Size

Explosive: 2 Damage 1 Accuracy

Sight

Standard Scope: Available

Long Range Scope: Available

Under Mount

Laser Sight: Available

None: Available

Side Mount

Laser Sight: Available

Ballistic Shield: -1 Mobility

None: Available

Muzzle

Standard: Available

Muzzle Brake: 2 aggro

Silencer: -2 Damage -2 Aggro

Two Gear

Weapon Skins

As players gain T.W.O. ranks, they can unlock up to 68 different weapon skins. Each gun has two skin slots for weapon skin applications. Every skin much be purchased separately, but most skins are universal and can be applied to any weapon. Certain skins can only be applied to specific weapons.

Available on all weapons

Default	Default	Default
Desert (Paint)	Forest (Anodized)	Urban Digital
Root (Paint)	Pine (Anodized)	Winter Digital
Autumn (Paint)	Olive (Anodized)	Rattlesnake Snakeskin
Forest (Paint)	Urban (Anodized)	Easter Fox Snakeskin
Pine (Paint)	Charcoal (Anodized)	Eastern Indigo Snakeskin
Olive (Paint)	Pewter (Anodized)	Pale Amazonian Snakeskin
Urban (Paint)	Winter (Anodized)	Black Pine Snakeskin
Charcoal (Paint)	Cobalt (Anodized)	Sand Snakeskin
Pewter (Paint)	Ocean (Anodized)	Alameda Whip Snakeskin
Winter (Paint)	Salmon (Anodized)	Buttermilk Racer Snakeskin
Cobalt (Paint)	Cardinal (Anodized)	Smooth Green Snakeskin
Ocean (Paint)	Burgundy (Anodized)	Black Garter Snakeskin
Salmon (Paint)	Shiny Black (Anodized)	Snail Eater Snakeskin
Cardinal (Paint)	Desert Camo	Red Rat Snakeskin
Burgundy (Paint)	Forest Camo	Silver
Matte Black (Anodized)	Urban Camo	Polished Silver
Desert (Anodized)	Winter Camo	Matte Gold
Root (Anodized)	Desert Digital	Polished Gold
Autumn (Anodized)	Forest Digital	

Available on these weapons: AK-47, M1, LE-400, RPD, Double-D, SVD, M92, Mag-44, Falcon .50, M1911, Model 971

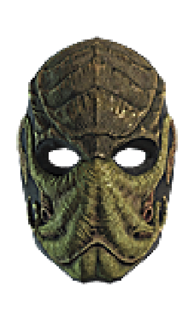
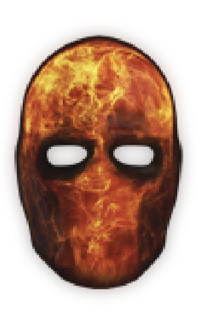
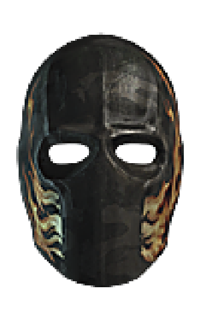
Default	Default	Default
Matte Light Wood	Polished Dark Wood	Green Ivory
Matte Dark Wood	Yellow Ivory	Dark Ivory
Polished Light Wood	White Ivory	

Available on this weapon only: AK-47 'Day of the Dead'

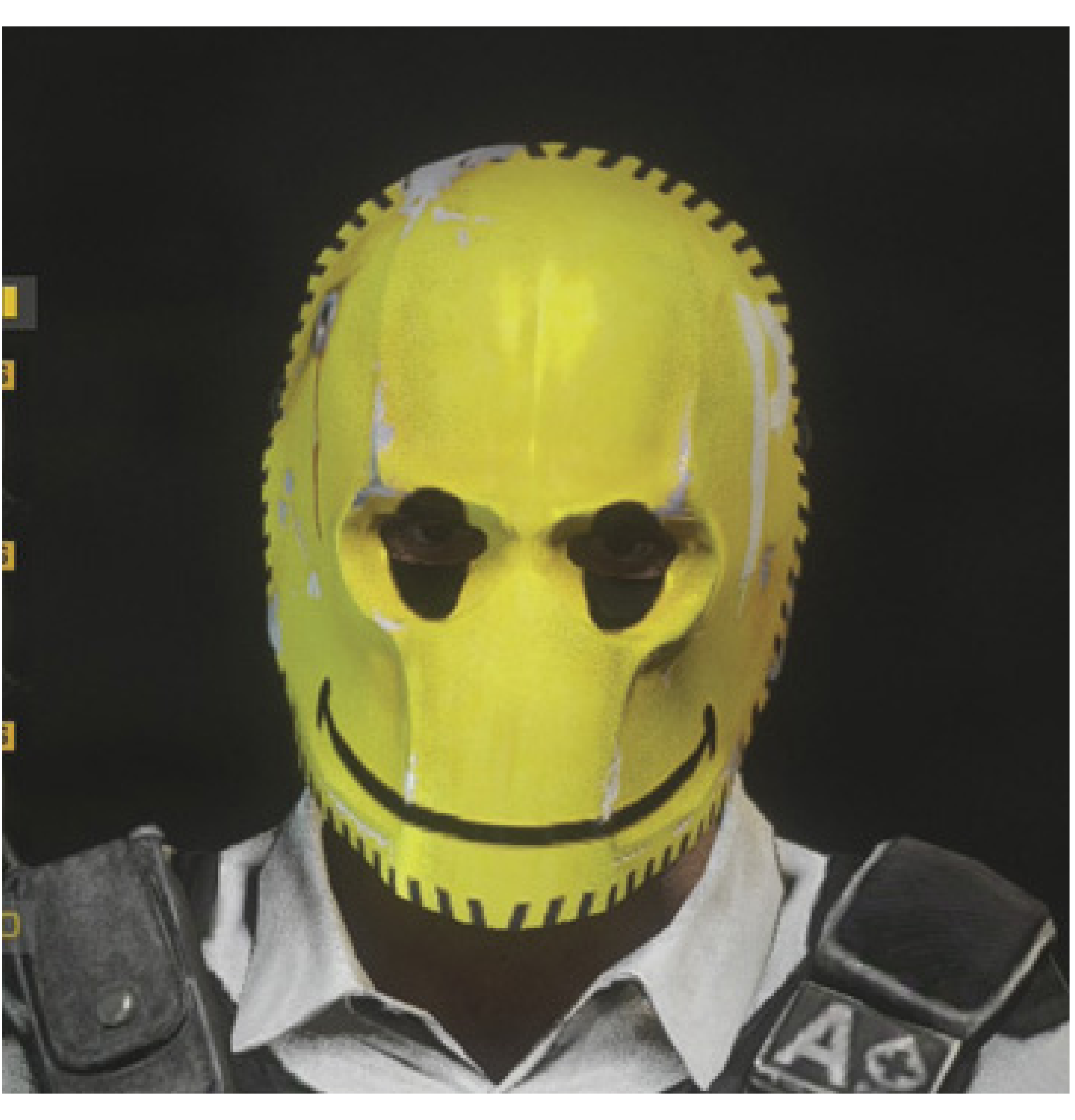
Default	Default	Default
Gruesome Gold	Ghastly Blue	Urban Camo
Defunct Red	Desert Camo	Winter Camo
Macabre Green	Forest Camo	Desert Digital

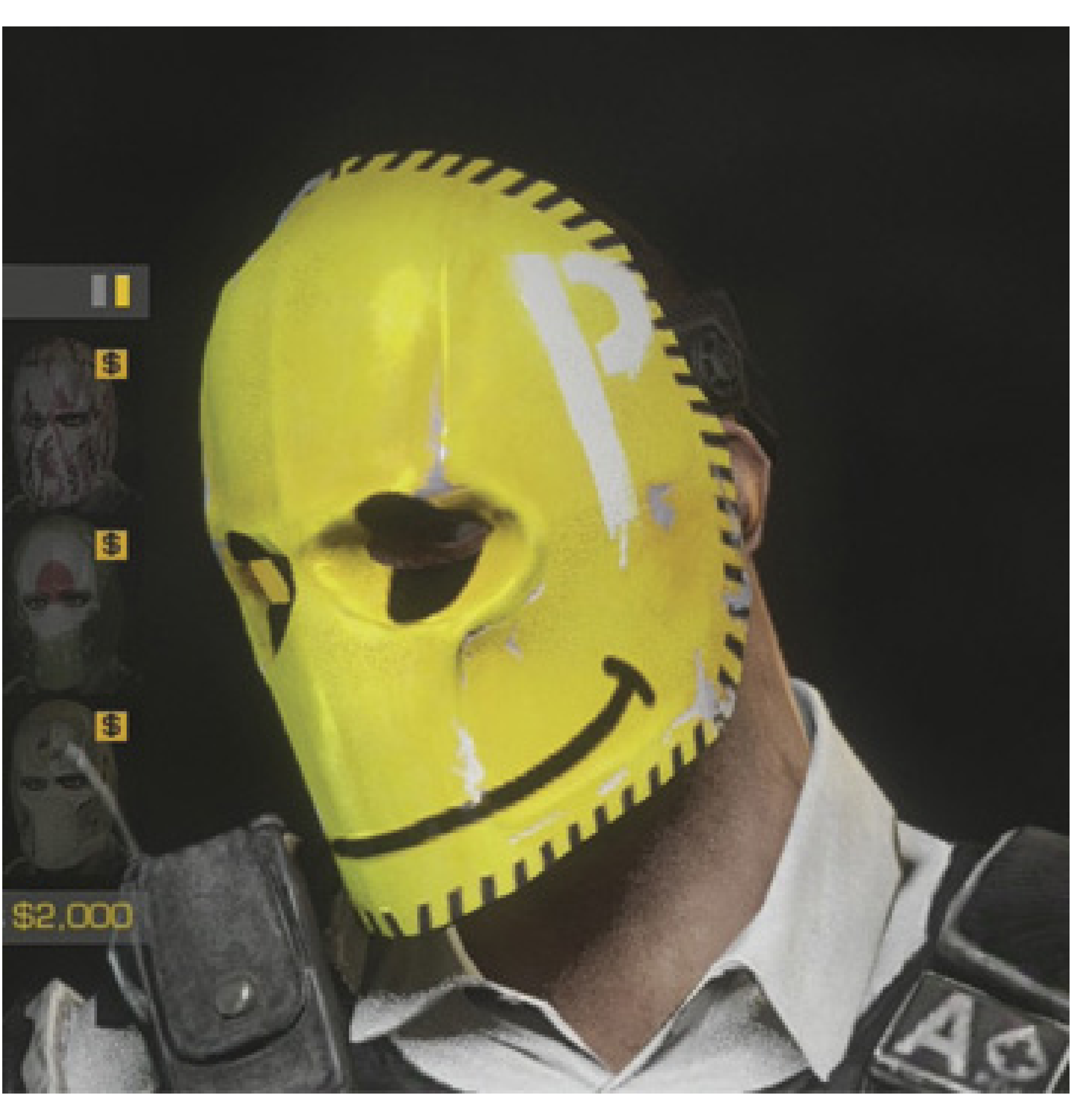
Ballistic Masks

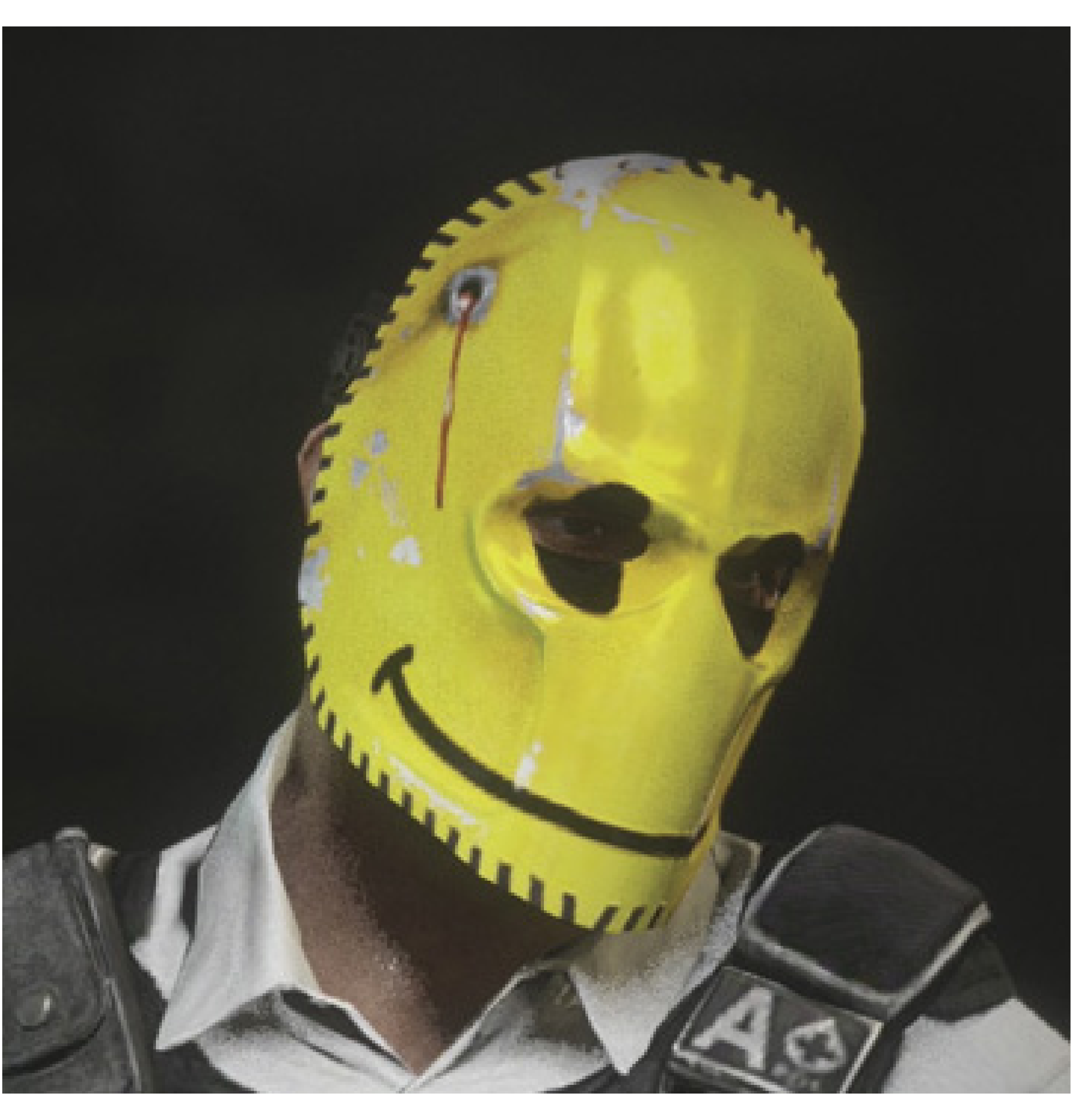
There are 64 ballistic masks that can be unlocked throughout the game. Ballistic Masks do not confer any special benefits to players, but they can make you look pretty awesome or silly, depending on your preferences.

Alpha	Axe	Battlefield
Biker	Bird	Bravo
		
Bulls Eye	Carver	Creature
Dark Bravo	Desert Camo	Digital Desert
Digital Forest	Digital Urban	Digital Winter
El Diablo	Evil Clown	Evil Skull
Flower	Forest Camo	Goaler
Hannya (Blue)	Hannya (Red)	Heroic Headgear
Hockey	Horse	Issac
Issac Miner	Luxury	Meat Mask
Medic	Mime	Modern Camo
Ninja	ODZ	Outlaw
		
Overkiller	Panda	Red
Rios Bronze	Rios Classic	Rios Executive
		
Salem Classic	Salem Classic Dark	Salem Pointy
Salem Pointy Dark	Shark	Skull Candy
Smile	Steve Soto 1	Steve Soto 2
Training	Urban Camo	Veteran
Viking	White Alpha	Winter Camo
Zombie		

The Prima Games Ballistic Mask

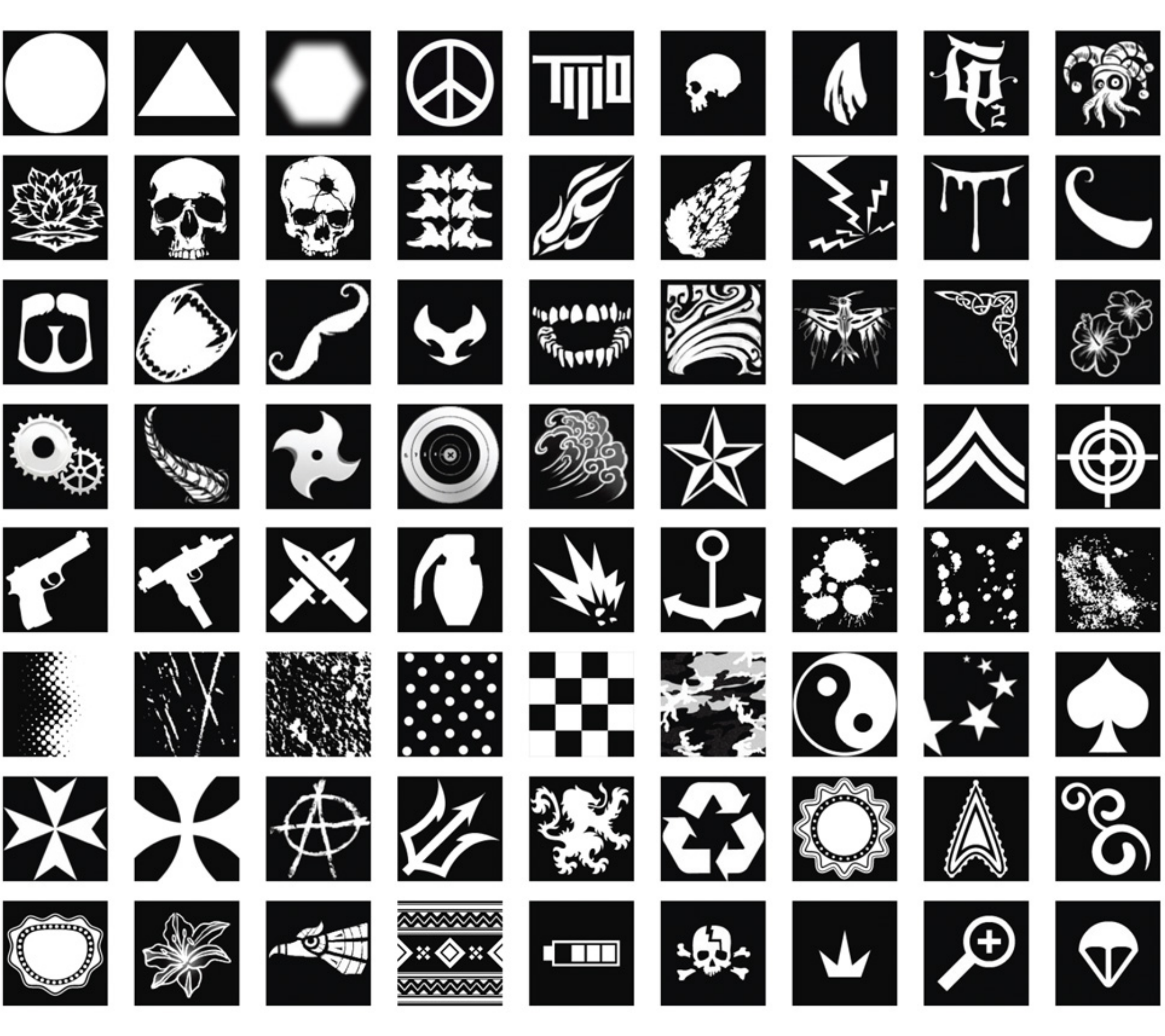


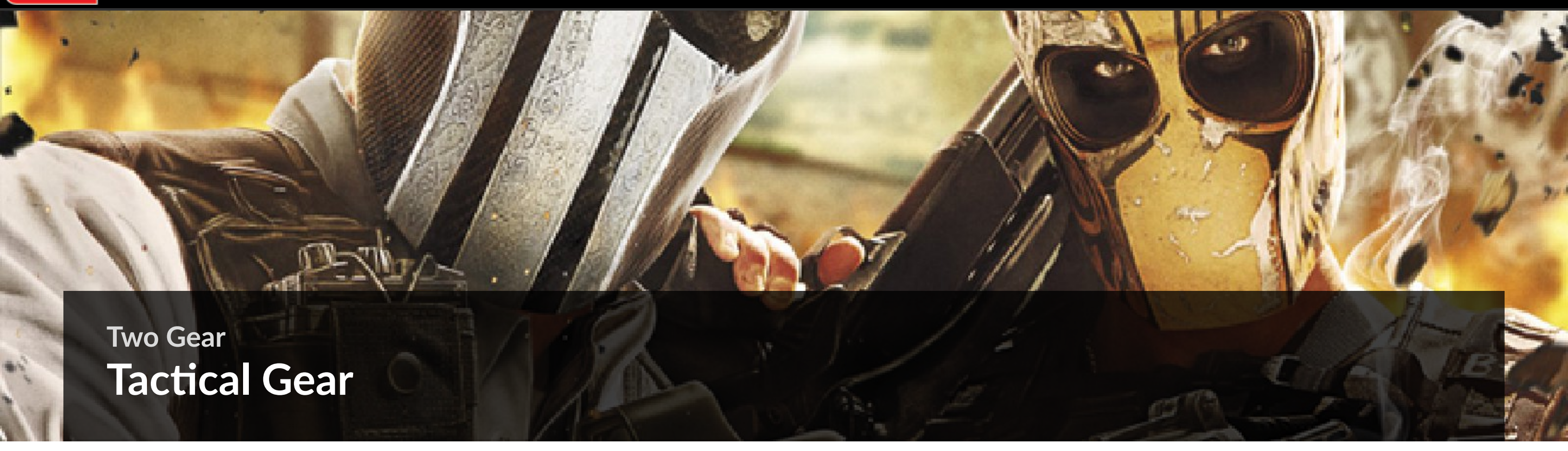




Custom Masks

In addition to pre-made ballistic masks, players can create their own mask designs using up to 240 diffierent mask decals. Players can alter the appearance of the labels and change their color, size, and orientations on the mask. Here's a sample of some the labels you can unlock by gaining T.W.O. ranks.

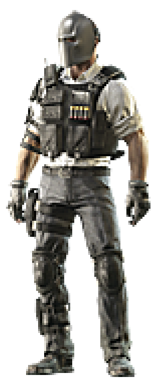




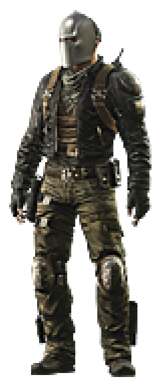
Two Gear

Tactical Gear

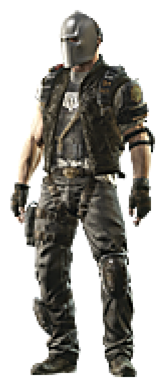
There are 22 special tactical gear outfits that you can unlock as you gain T.W.O. ranks. These outfits don't change your ability to absorb whole barrages of bullets, but you can make yourself look different from the average T.W.O. operator.



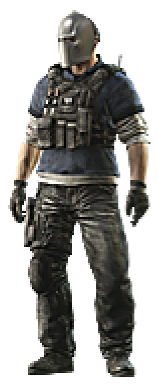
Alpha



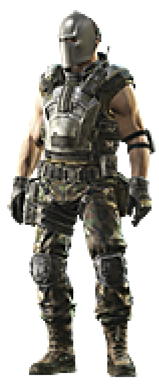
Biker



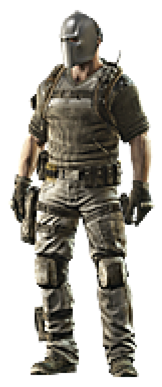
Bravo



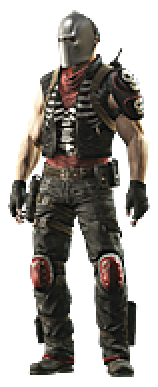
Chillin'



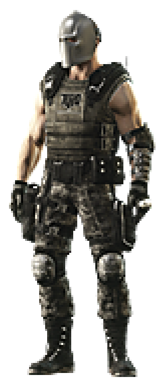
Commando



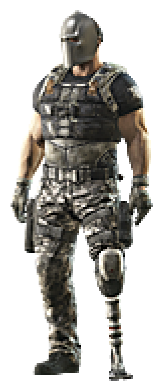
Contractor



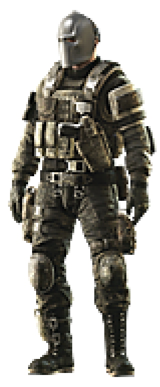
Dia de Los Muertos



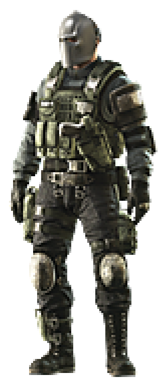
Elite



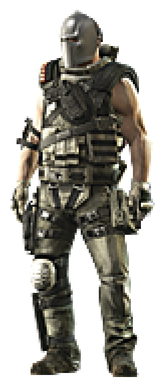
Executive Rios



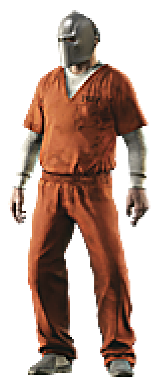
Extractor



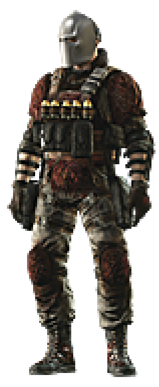
Full Auto



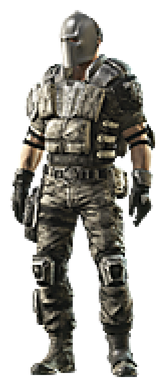
Heavy Gunner



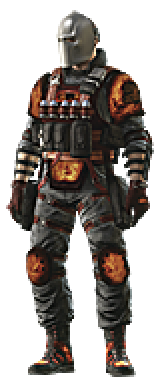
Inmate



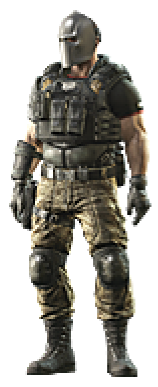
Meat Shield



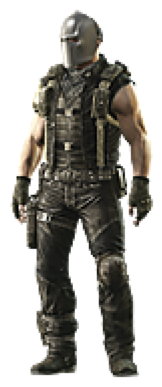
Operative



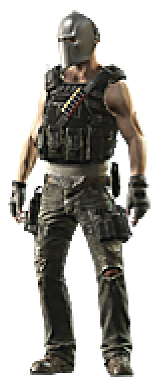
Overkiller



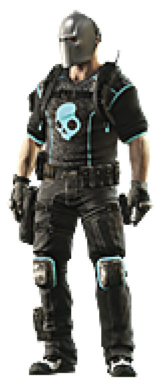
Rios



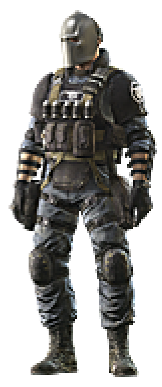
Roadie



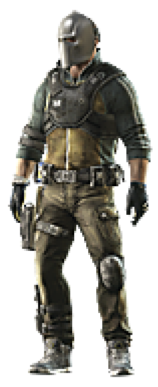
Salem



Skull Candy



Spec Ops

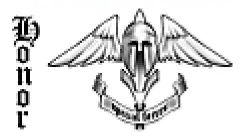


Sports

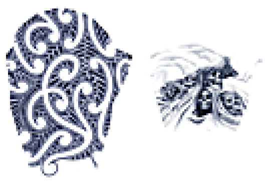
Two Gear

Tattoos

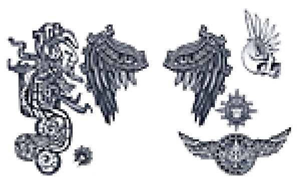
Lastly, you can alter the tattoos that are visible on the forearms of both Alpha and Bravo. Certain tactical gear selections completely cover up the T.W.O. operative wearing them, so if you want to display your ink, dress accordingly.



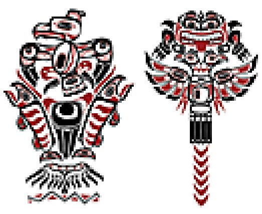
Alpha



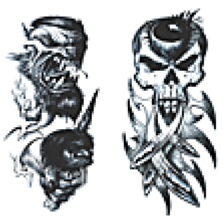
Bravo



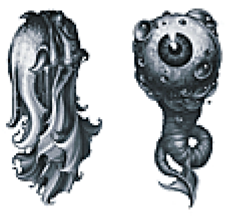
Mayan



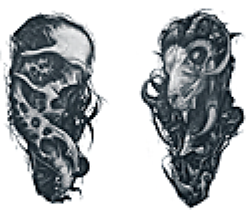
Native



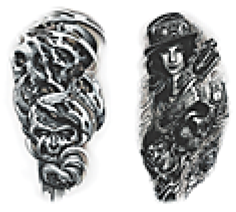
Last Rites 1



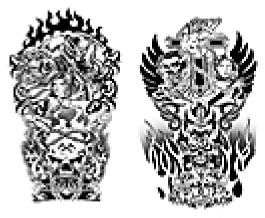
Last Rites 2



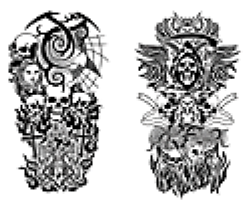
Last Rites 3



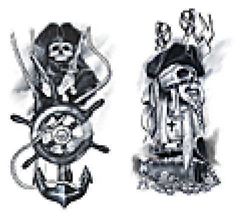
Last Rites 4



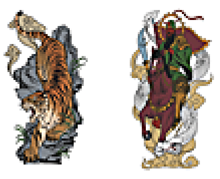
Fighter



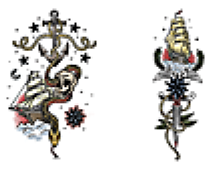
Death



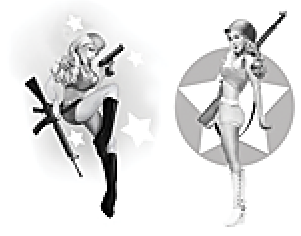
Pirates



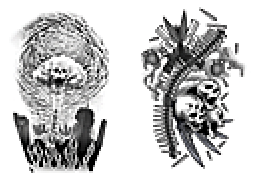
Chinese



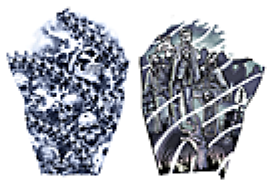
Sailor



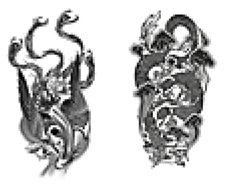
Pin Up



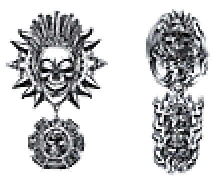
Armageddon



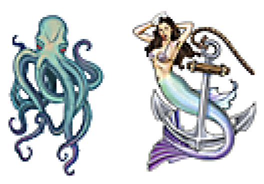
Zombie



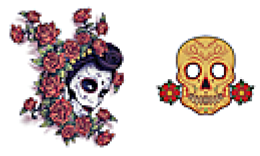
Japanese



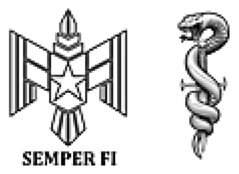
Goodfellas



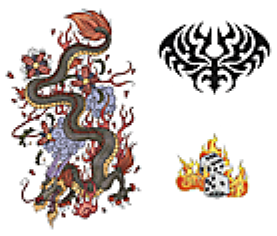
Nautical



Fiona



Rios

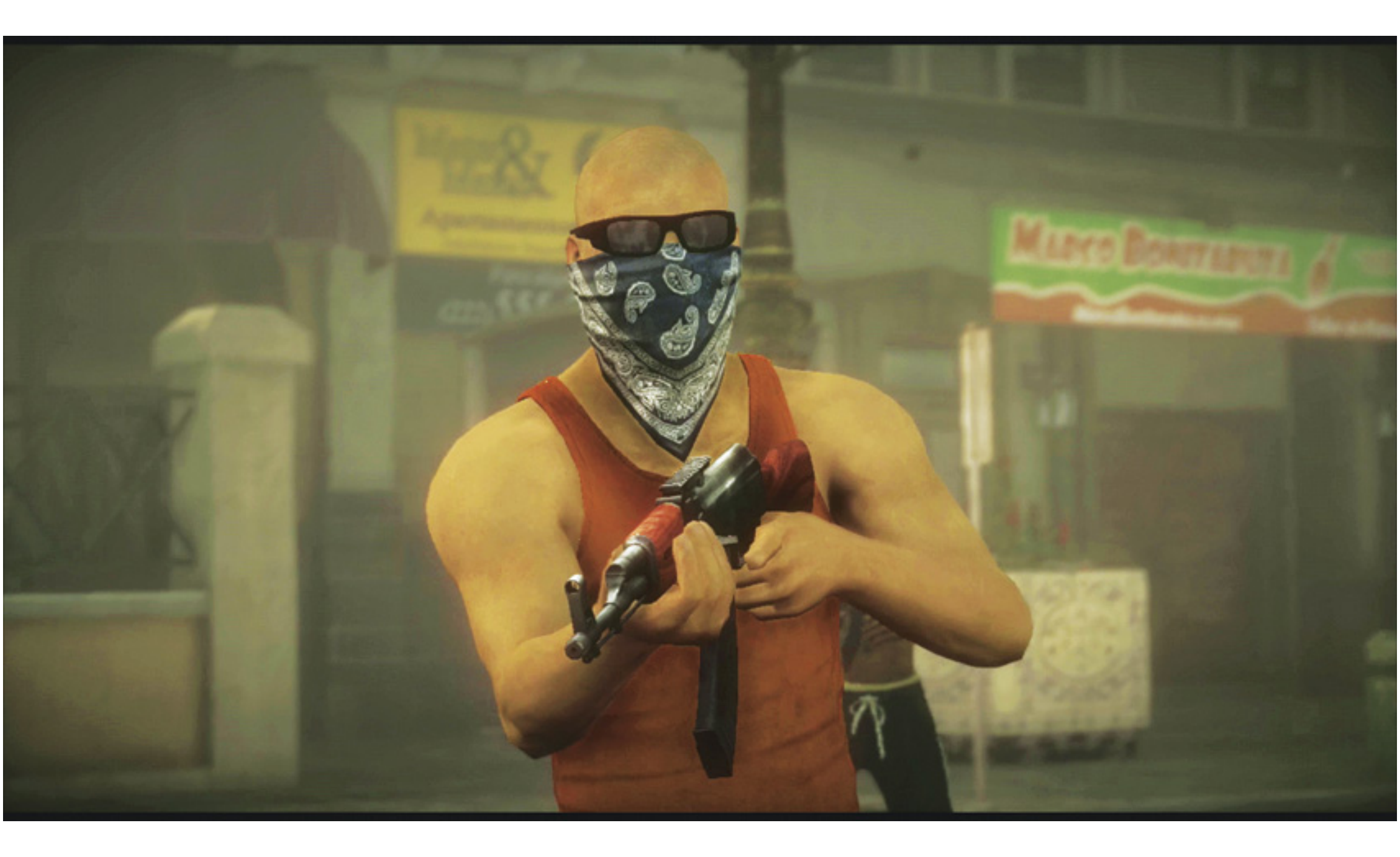


Salem

The Enemy

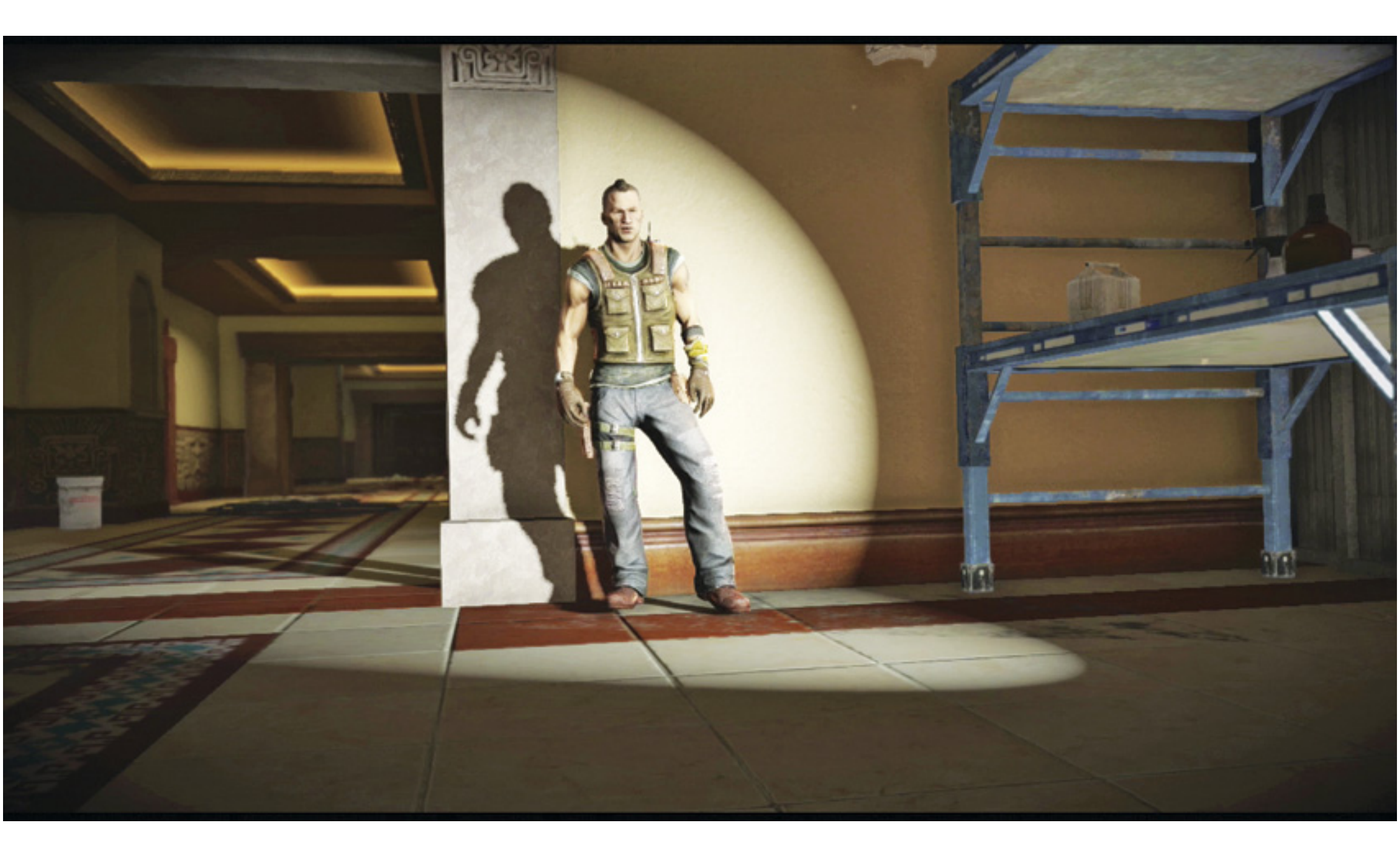
Business Representatives From La Guadaña
For a drug cartel, La Guadaña is both well equipped and well organized. The cartel's troops are grouped together by their overall rank, training, and equipment. There are three tiers: thugs (also known as Los Marcados), hired mercenaries, and elites (also known as Los Soldados). Each tier of cartel fighter can include members of different archetypes. As you progress through the game, your enemies will start equipping heavier weapons and armor. In addition to the seemingly endless throngs of foot soldiers, La Guadaña appears to have a varied pool of improvised armored fighting vehicles, fleets of sports cars and SUVs, and a squadron of helicopters modified to carry rocket launchers and machine guns. Despite the technological and skill advantages T.W.O. boasts, the fact remains that there are many more La Guadaña members than there are T.W.O. mercenaries in La Puerta.

Los Marcados (The Marked)



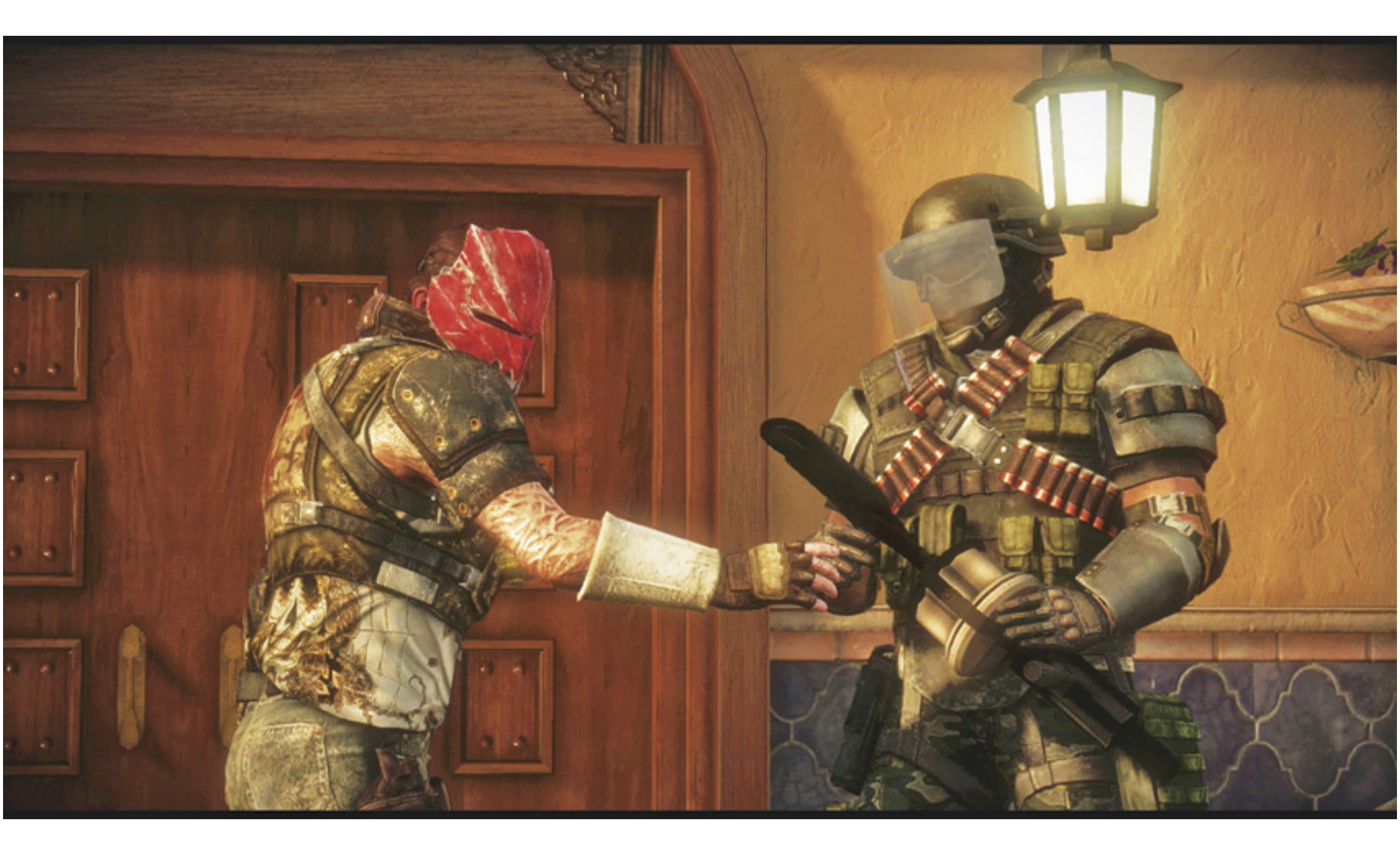
Los Marcados are the basic foot soldiers of La Guadaña. Tattooed to prove their loyalty, eager to please, and possibly hopped up on the cartel's finest products, these thugs are lightly armed and poorly protected against what you're capable of throwing their way. They make up for it with sheer numbers and an enthusiastic fervor to draw the blood of their cartel's enemies, and they are fearless to the point of sheer ridiculousness.

Mercenaries



La Guadaña mercenaries are better trained and better equipped than any Los Marcados member. Individually, these mercenaries are not quite up to par with any member of T.W.O., but they do have better gear and training, and they are just as driven by their paychecks to fight as hard as they can for their client. Expect mercenaries to offer heavier resistance and quicker responses to your maneuvers.

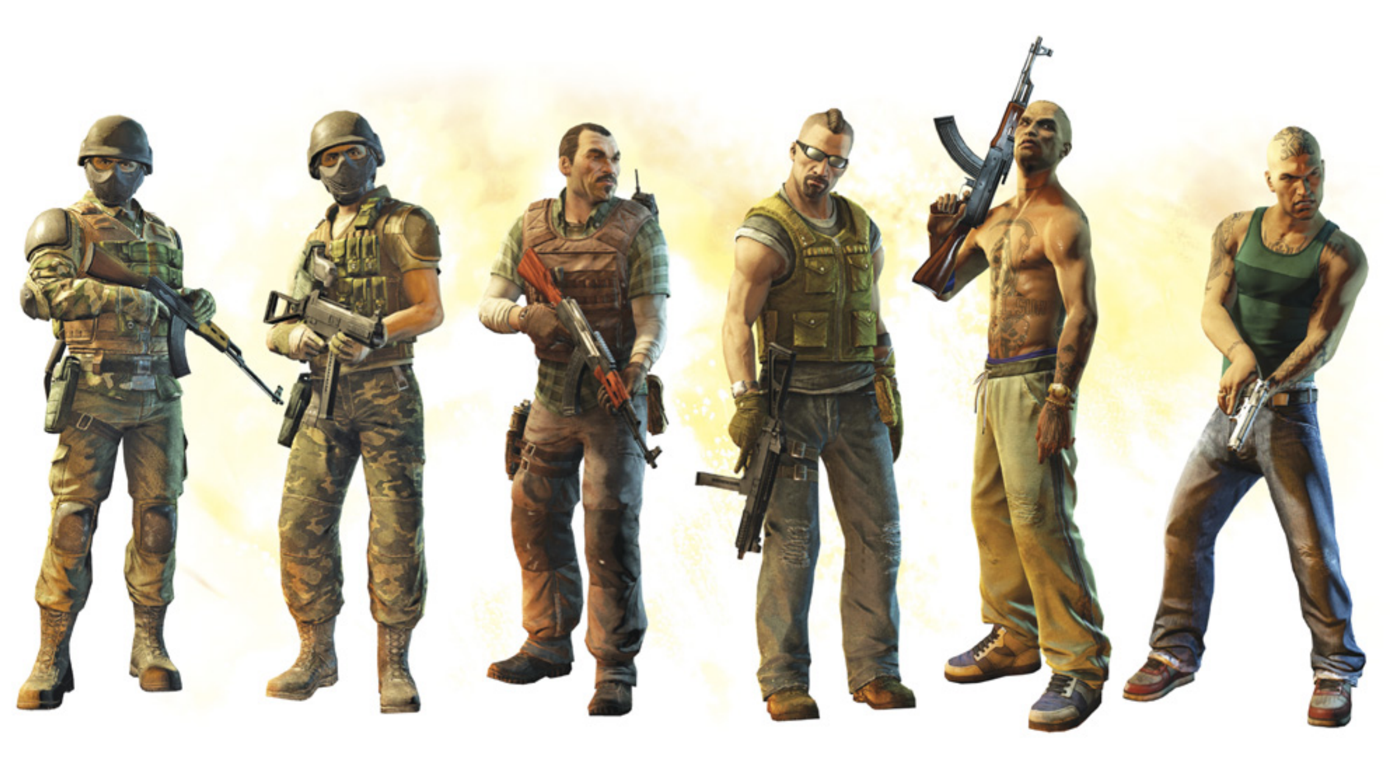
Los Soldados



Referred to by El Diablo as "elites," Los Soldados are the most disciplined and well-equipped fighters La Guadaña can send your way. Los Soldados are a capable para-military force. In recent years, they have proven to be a near insurmountable threat to the Mexican police, capable of standing their ground against the Mexican military.

Enemy Classes

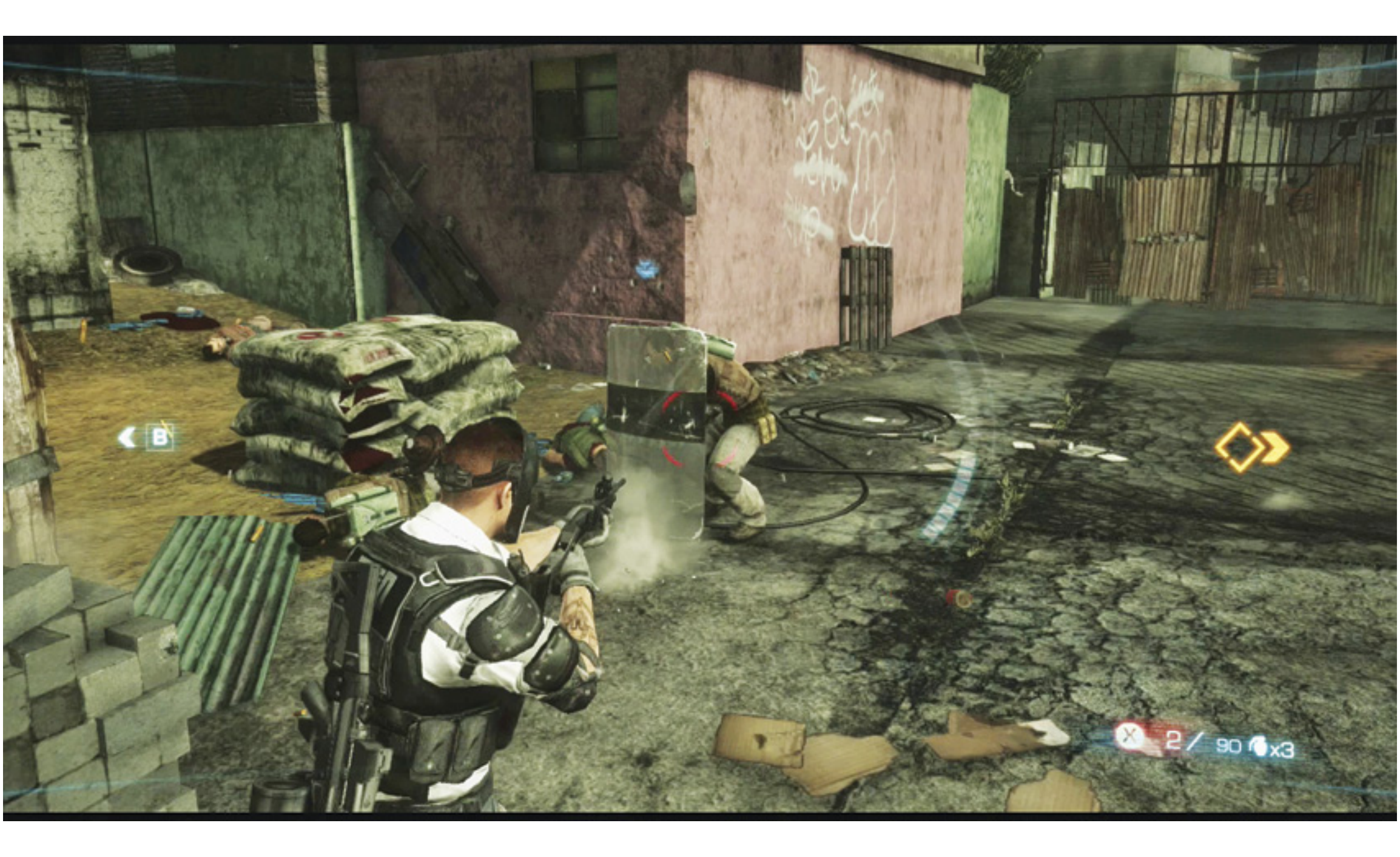
Soldiers



- Deployed by: Los Marcados, Mercenaries, Los Soldados

The most common enemy class is the soldier. They are proficient with a wide variety of weapons, but they tend to favor using assault rifles, shotguns, and pistols. Soldiers from Los Marcados tend to be more reckless, while soldiers from the other two tiers are more tactically-minded, working better with their comrades to try and pin down T.W.O. soldiers and set up flanking attacks.

Shield Soldiers

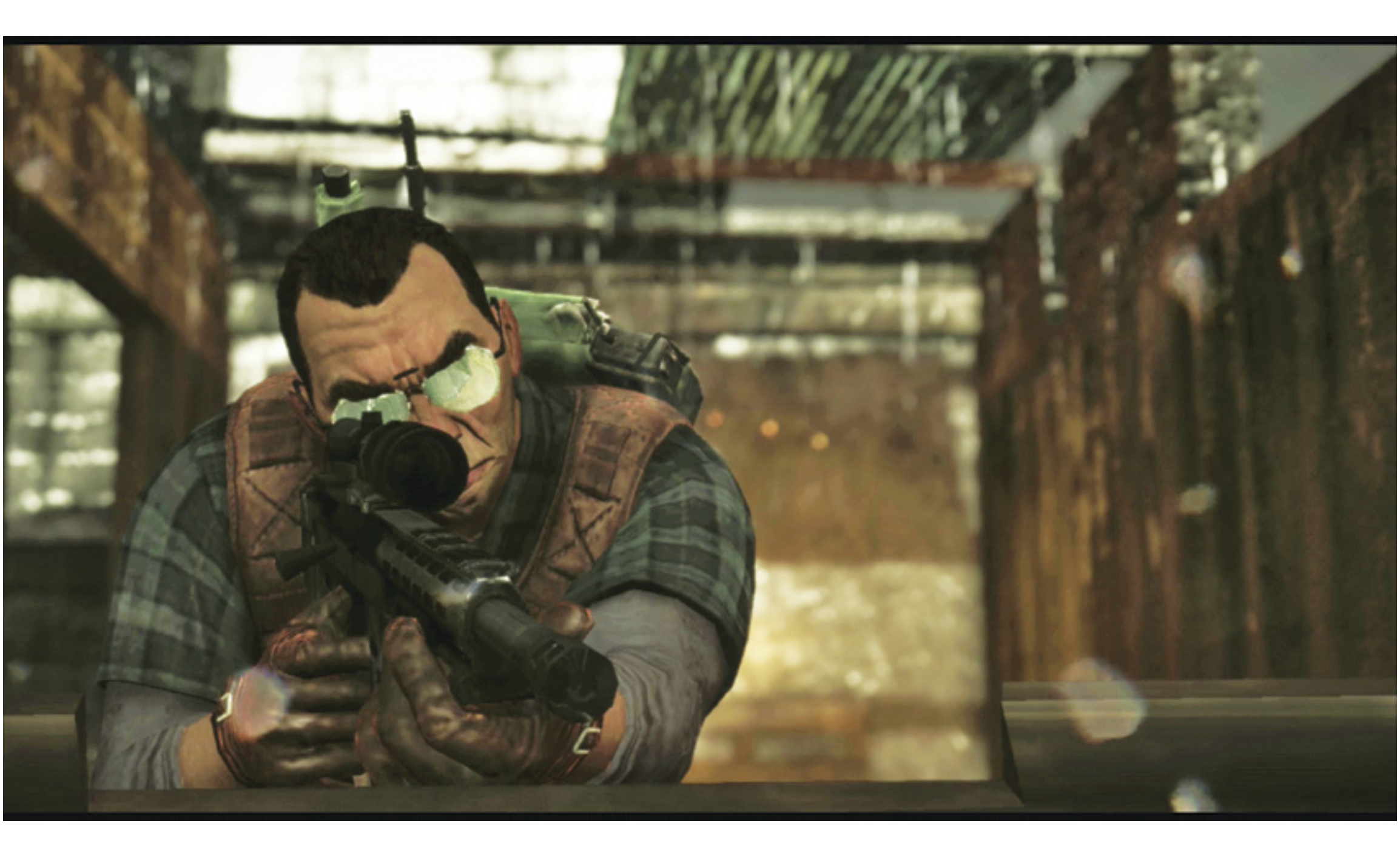


- Deployed by: Mercenaries, Los Soldados

Using a riot shield to protect themselves and any allies behind them, the Shield Soldier is slow and can be easily flanked by a smart team. They exist to slow down and deny forward progress, using their shields to defend themselves as they slowly march forward with pistols in their free hand. This sort of coordination is a bit too much for Los Marcados to handle, but both mercenaries and Los Soldados use Shield Soldiers to bolster their ground forces.

You can destroy Riot Shields or knock them out of the hands of Shield Soldiers.

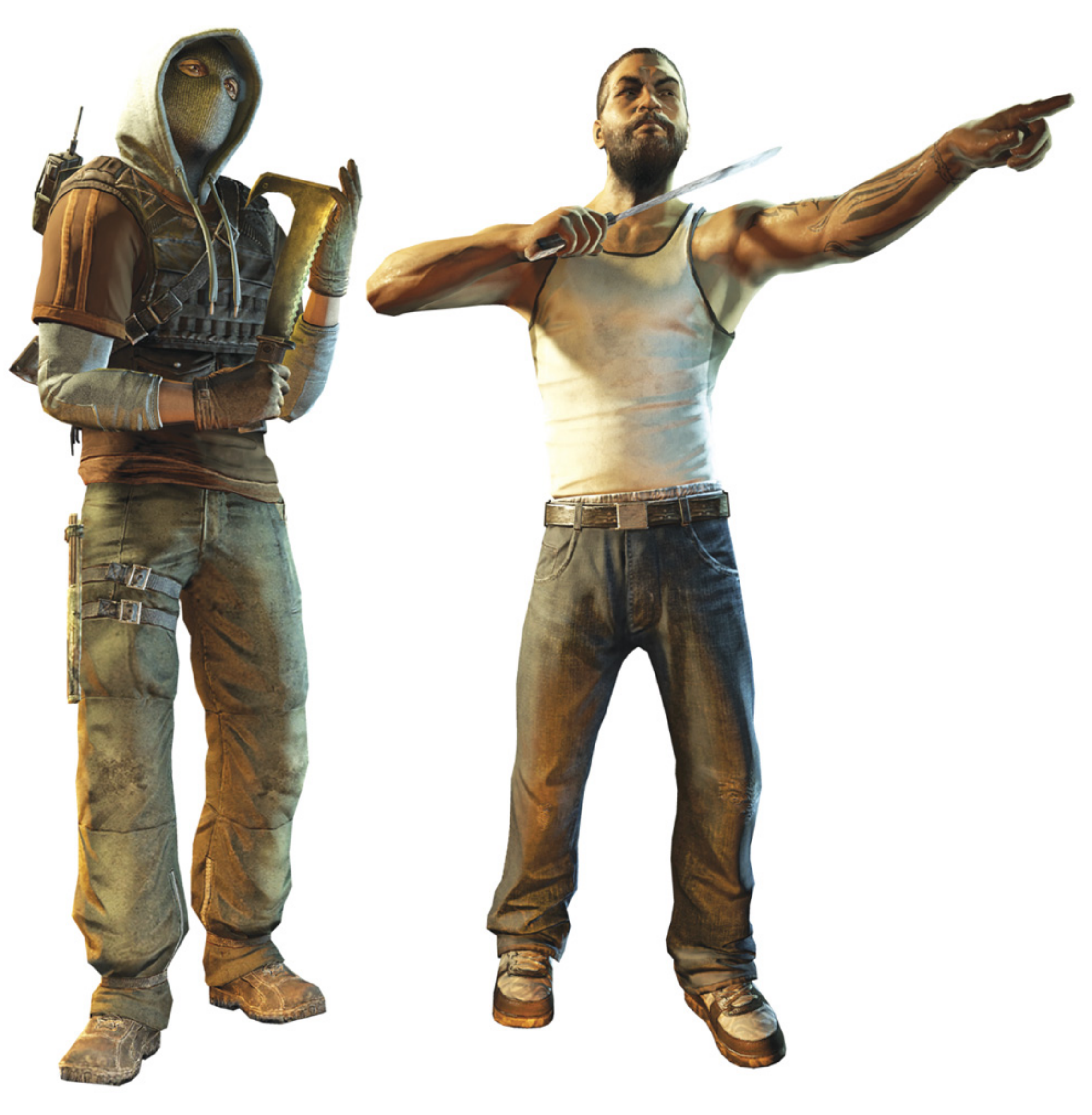
Snipers



- Deployed by: Los Marcados, Mercenaries, Los Soldados

Snipers tend to stick to elevated positions, using high-powered rifles to reach out and splatter skulls from many yards away. Whenever Alpha or Bravo call out a sniper, immediately take cover and start scanning for the tell-tale red laser markers that wave over the battlefield. You can also tell if a sniper is looking at you from somewhere in front of you if you see a red spot of light flashing across the screen. If you see that red spot and you're out of cover, they are seconds away from scoring a headshot. As you might expect, snipers from Los Marcados are not as proficient as those in the mercenary and Los Soldados tiers.

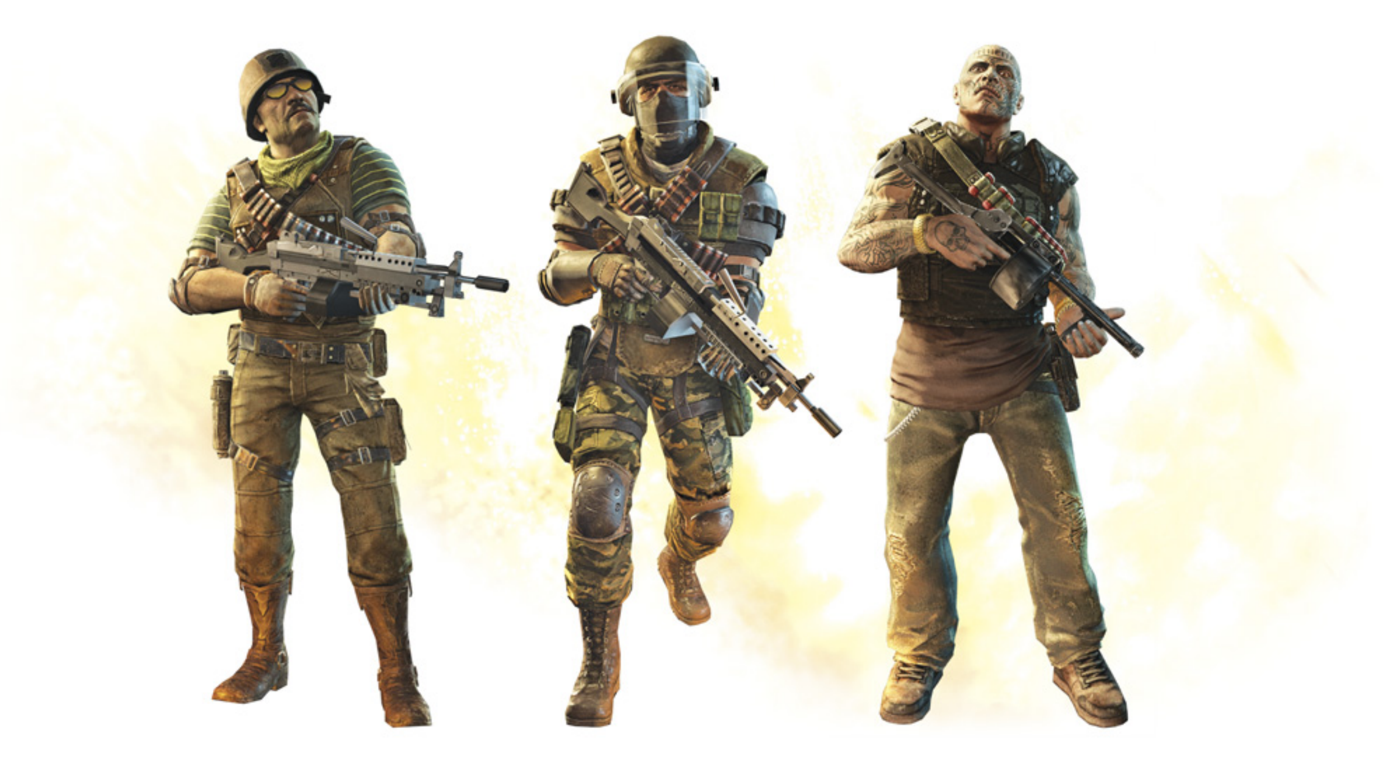
Stabbers



- Deployed by: Los Marcados, Mercenaries

Either through sheer insanity, force of will, or a lot of drugs, Stabbers only exist to get close to their enemies and engage them in close-quarter combat with knives and machetes. Los Soldados do not stoop to tactics this suicidal. If Stabbers get too close, they initiate a Physical Encounter, requiring victims to mash the button indicated on screen in order to survive. This is an incredibly dangerous state. Fail to win the physical enocunter and you are immediately killed. To make matters worse, while you're in the middle of this encounter you are also exposed to incoming fire. Your partner can shoot the Stabber off of you, or hit them with a melee attack from behind for an instant kill.

Brutes



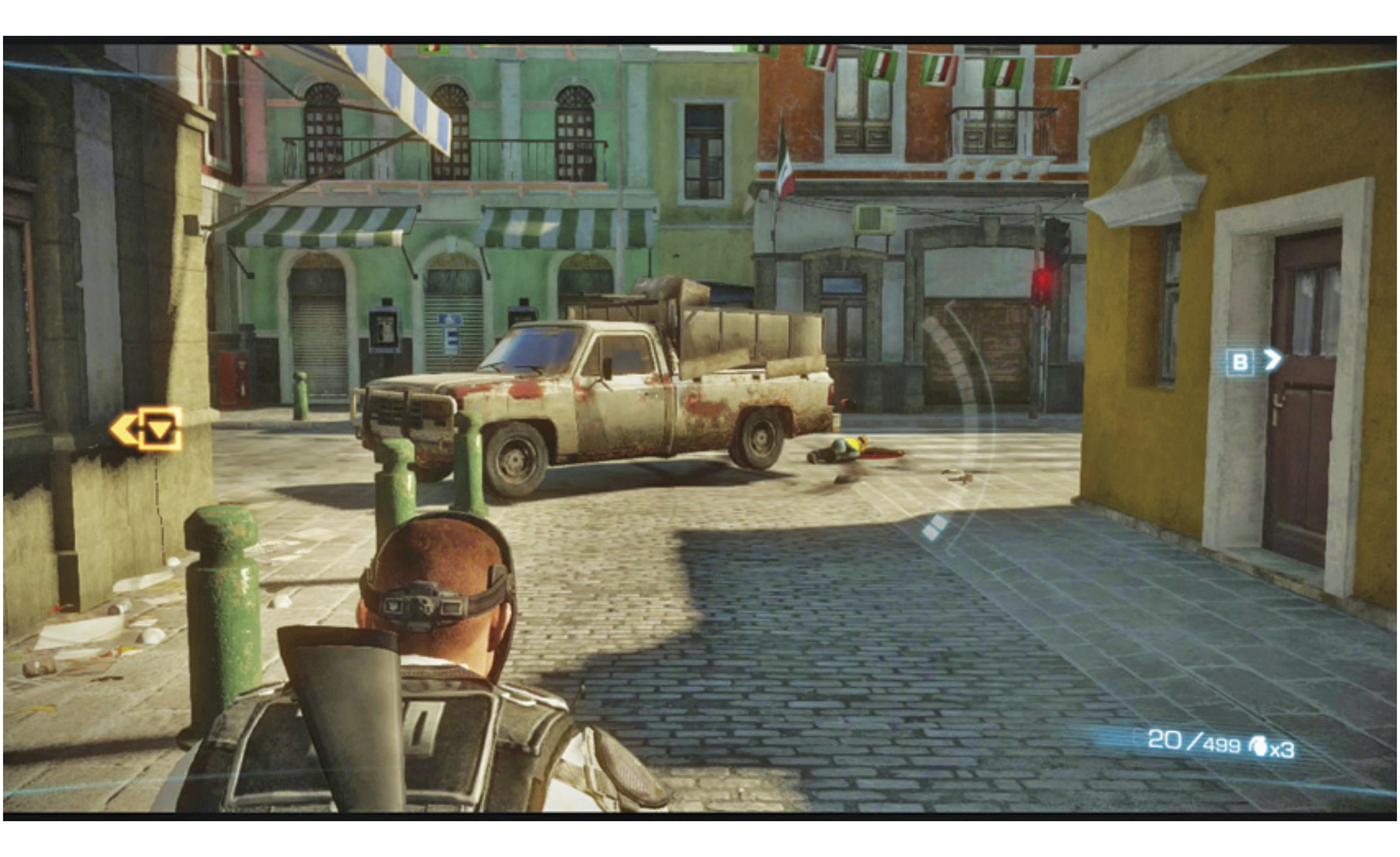
- Deployed by: Los Marcados, Mercenaries, Los Soldados

Brutes are essentially living tanks. Kitted out with heavy armor and protective helmets, Brutes can sustain absurd amounts of fire to their bodies. They tend to be very slow, marching forward while firing the heaviest weapons in the cartel's arsenal. Whenever a Brute joins other troops, the dynamic of a battle changes. All Brutes can be taken down the quickest with concentrated firepower directed at their heads. Grenades can stagger a Brute, giving you a chance to close in and score headshots.

Brutes will always counter melee attacks, initiating Physical Confrontations just like Stabbers. It might be advantageous to instigate this in some situations, since Brutes aren't able to use their heavy weapons while you're tied up trying to stab them to death.

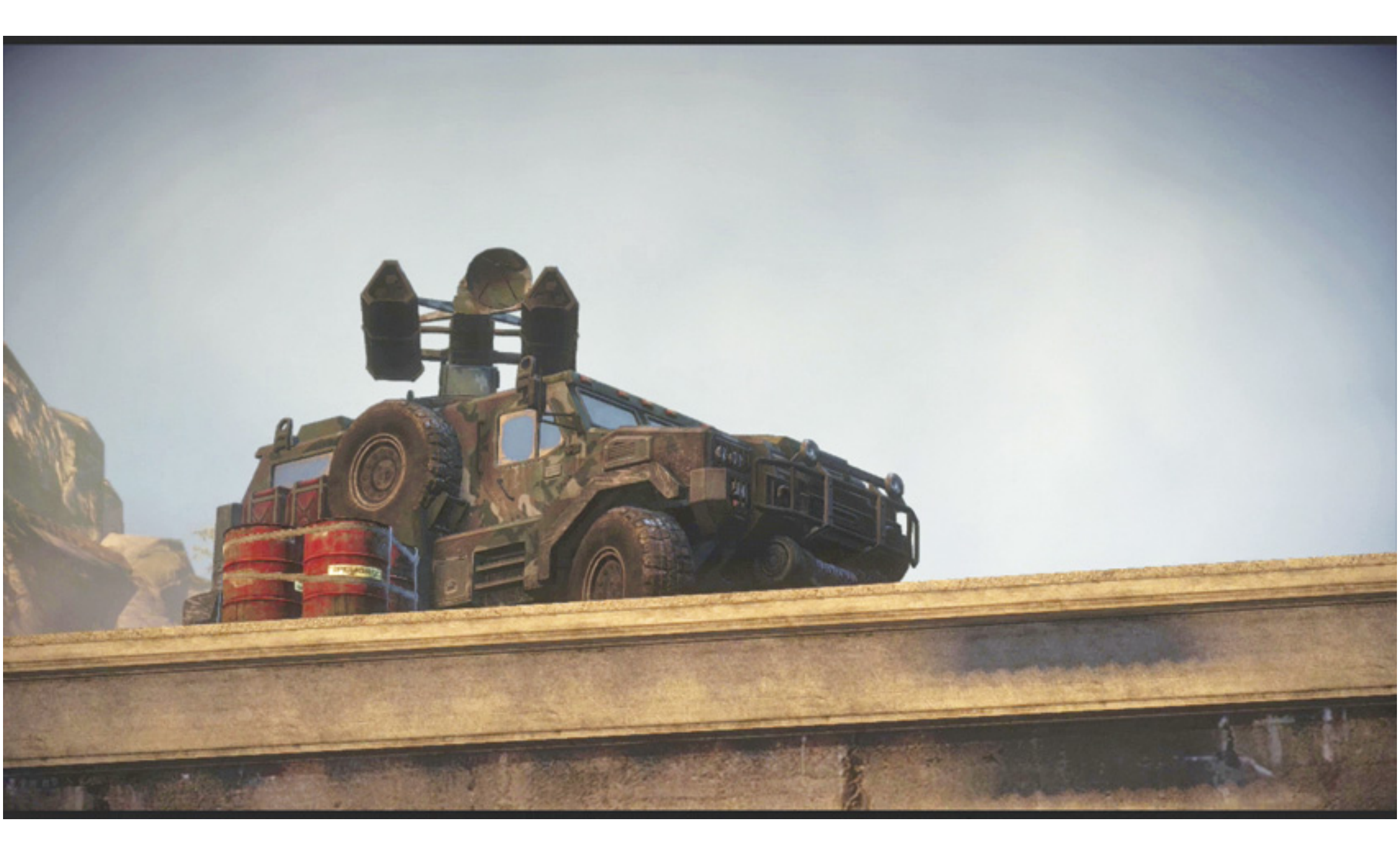
Enemy Equipment

Technicals



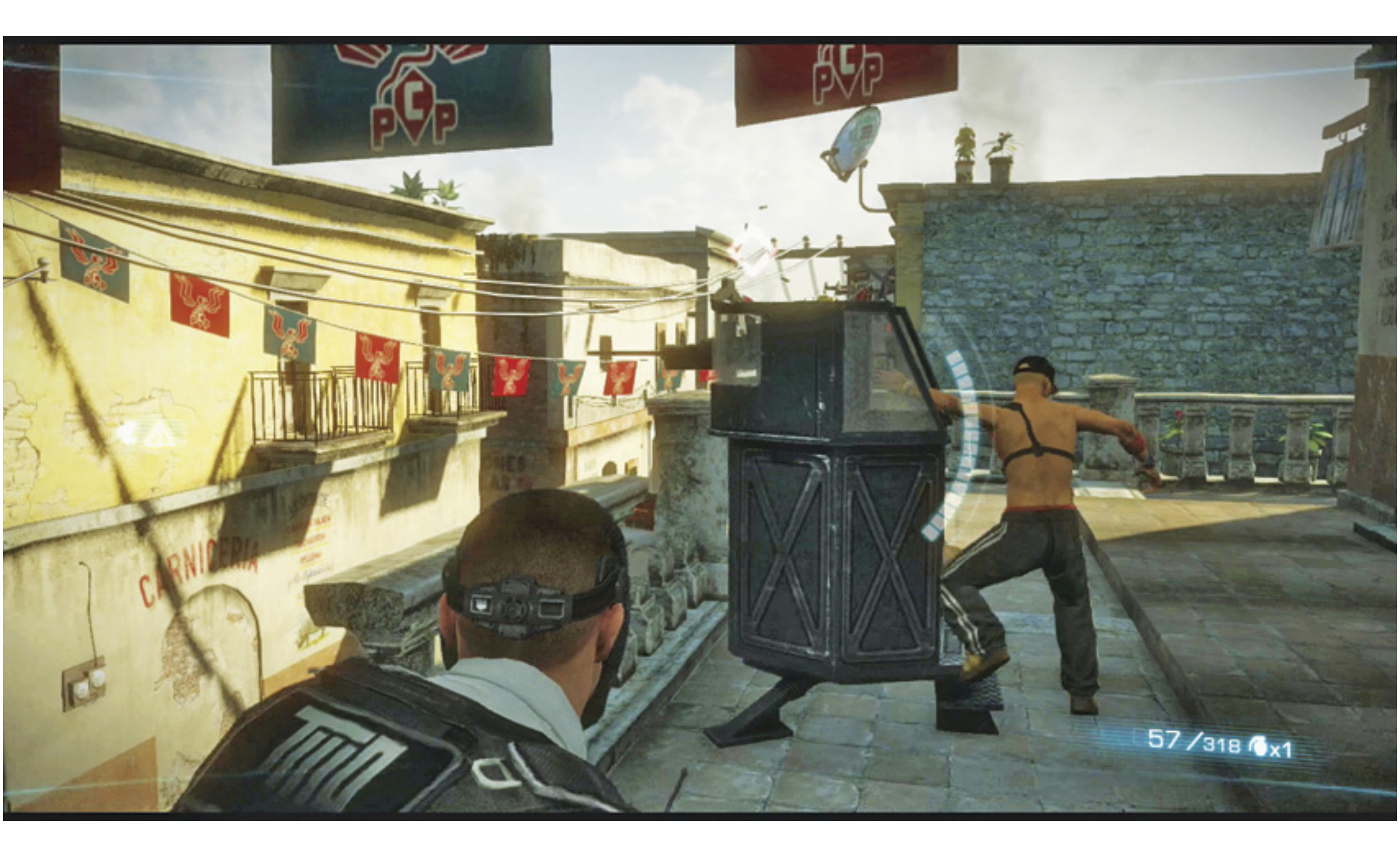
Technicals are light trucks with machine guns crudely bolted onto them. Technicals tend to pull up to a position and hold their ground while their gunners lay down suppressive fire. Your best bet is to flank a Technical's gunner, or to simply charge at them head-on using Overkill.

Destroyers



Consider these to be "Super Technicals." Armored like tanks, Destroyers are surprisingly fast for their size and can absorb significant punishment.

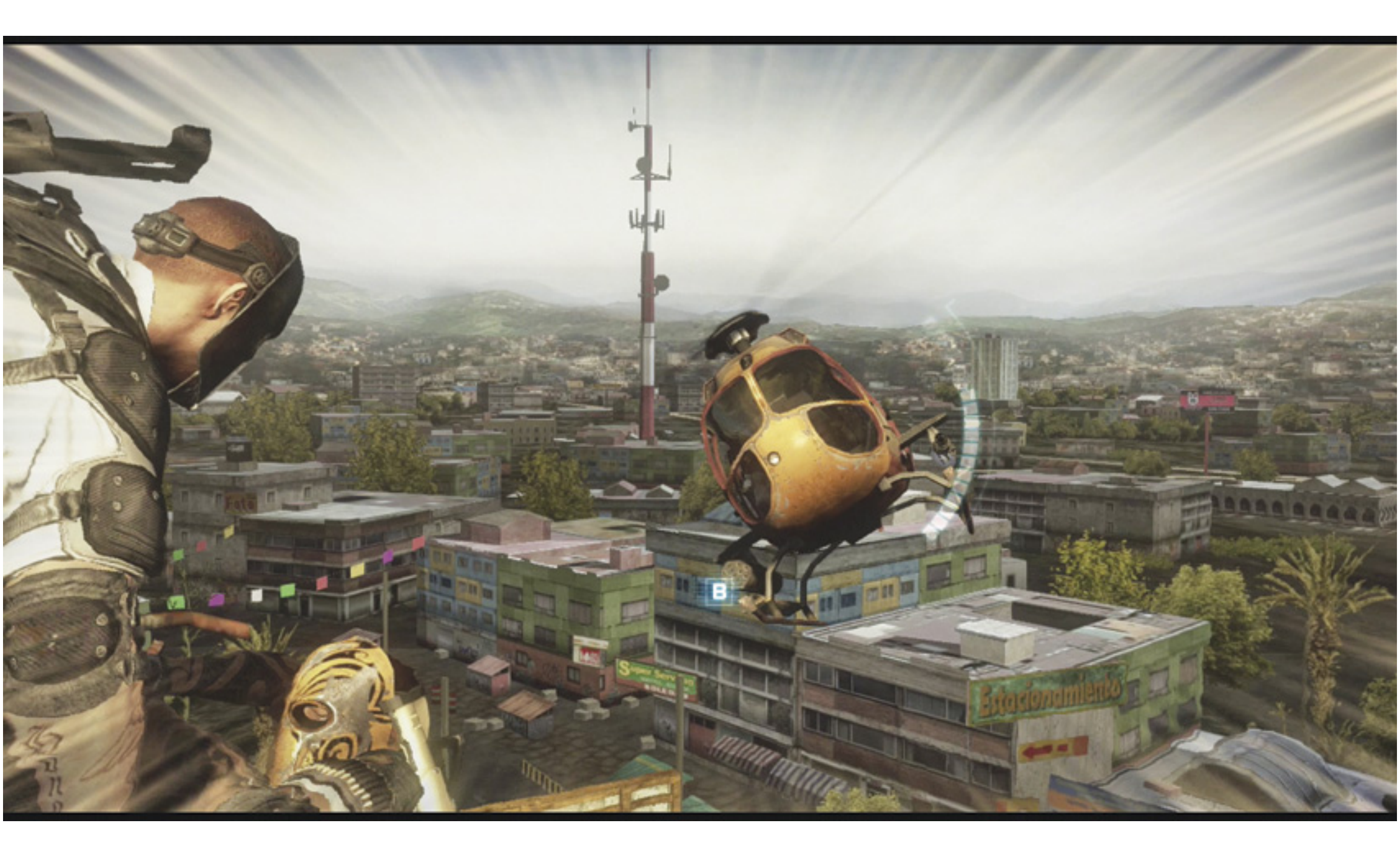
Mounted Machine Gun



La Guadaña has no compunctions about where they place mounted machine guns (MMGs). You can find them in civilian dwellings, graveyards, churches, and the ruins of villages. They are almost always set up to try and lock down a main route. Luckily, there are almost always side routes that will help you flank them. In the event that you can't locate a safe approach to flank the gun, you can always rely on Overkill.

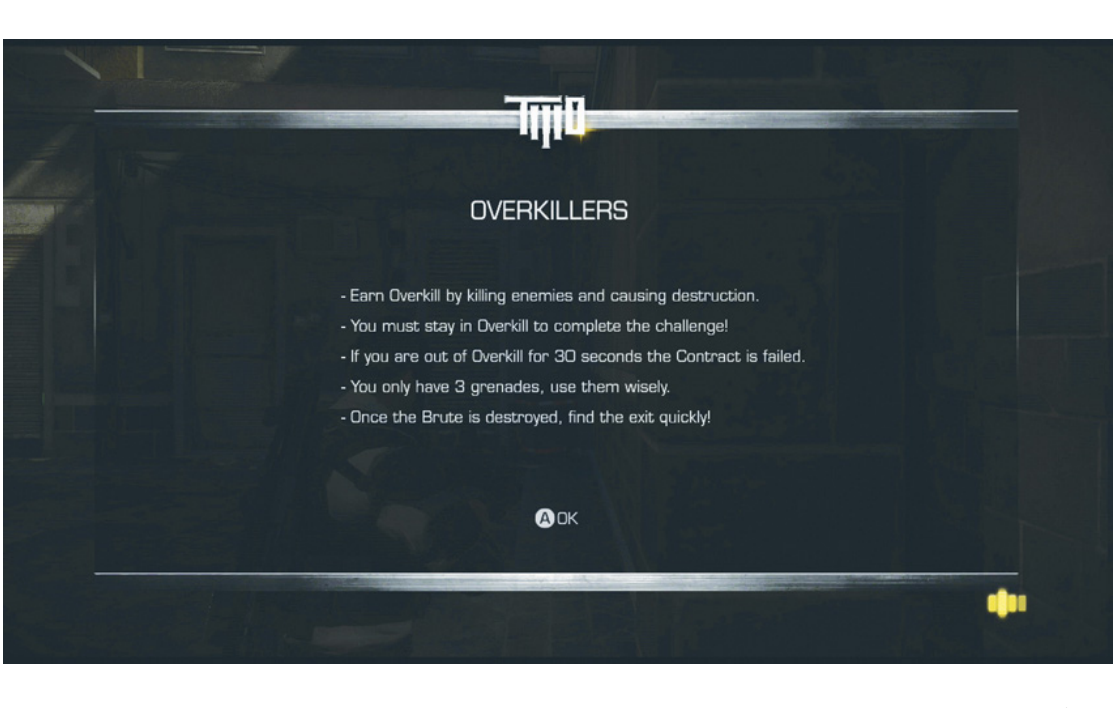
MMGs can be turned against the enemy. If you elect to man one, be sure to control your fire so that you don't overheat the weapon. All MMGs have a special shield that protects the user against attacks from the direction the weapon is pointed.

Attack Helicopters



La Guadaña has a fleet of small civilian helicopters modified for combat. You won't encounter these very often, but when they do appear, you'll need to take them out quickly.

Contracts



OVERKILLERS

- Earn Overkill by killing enemies and causing destruction.
- You must stay in Overkill to complete the challenge!
- If you are out of Overkill for 30 seconds the Contract is failed.
- You only have 3 grenades, use them wisely.
- Once the Brute is destroyed, find the exit quickly!

Contracts are bonus missions which are available to players who purchased the Limited Edition of Army of Two: The Devil's Cartel. There are four missions, one of which is only available to players who pre-ordered from a participating retailer.

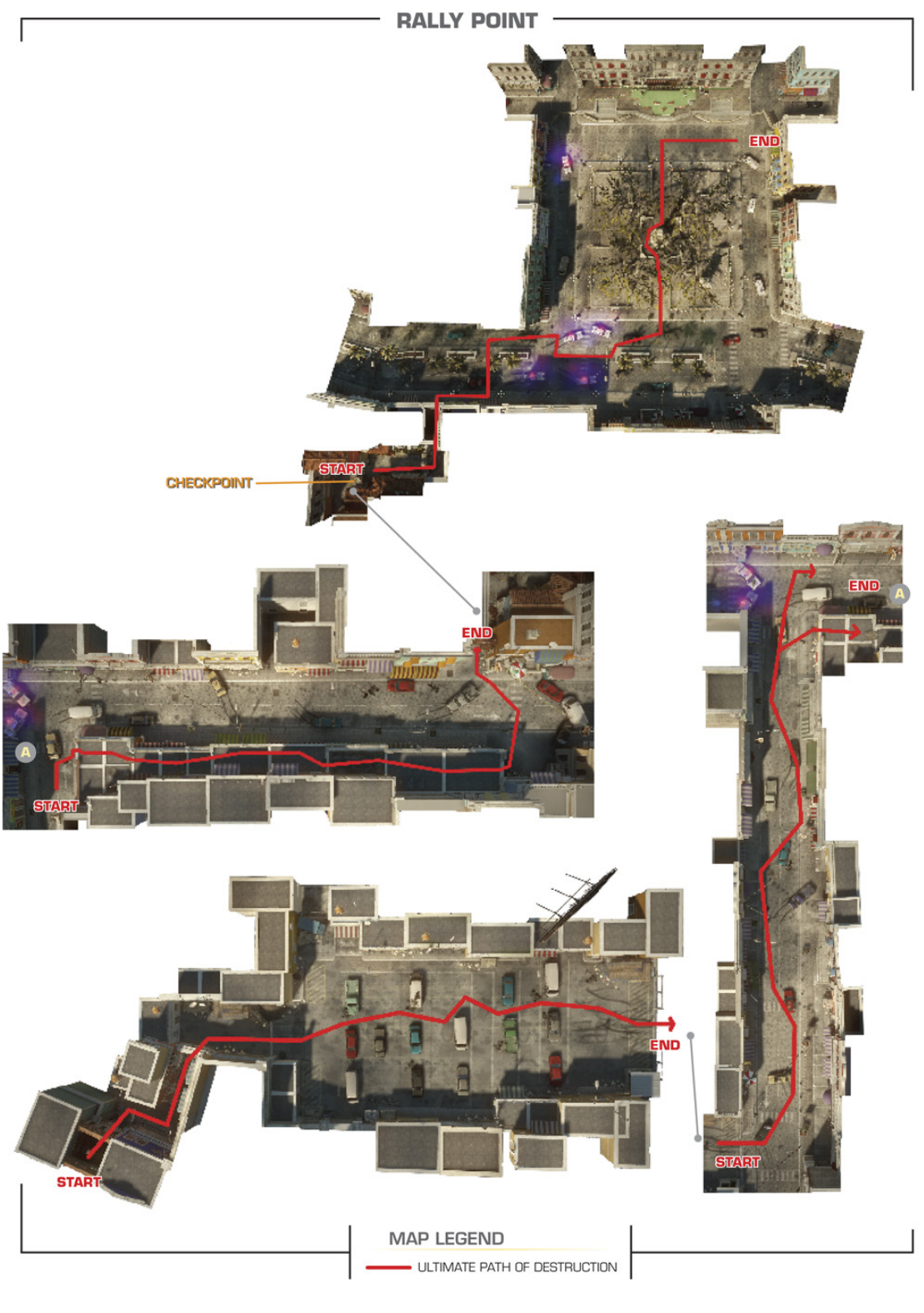
The basics of a Contract are quite simple: You start a mission with a full Overkill meter, three frag grenades, and the weapons of your choice. As you approach the mission start zone, a three second countdown begins. Once it has elapsed, Overkill automatically triggers. You need to continuously kill hostiles or cause significant environmental damage to keep the Overkill meter filled. You will not be having trouble finding targets, they are plentiful and all are marked on your HUD.

If the meter drains completely (and during some of the Contracts this can easily happen), you have 30 seconds to refill the meter before you fail the Contract. You're vulnerable to incoming fire during those 30 seconds, and you also must reload your weapons during that time. If a player is killed, the Contract is considered failed.

Each Contract takes place across multiple sections that are found in the main Campaign, and is typically divided into sections by checkpoints. These checkpoints pause Overkill. If you get to a checkpoint completely drained of Overkill, then your meter is refilled before you are let loose on the next section. Your ultimate goal is to reach a T.W.O. armored vehicle after fighting through the mission zones. As you approach the T.W.O. vehicle, a Brute will appear near it. You must kill the Brute before you can enter the extraction point.

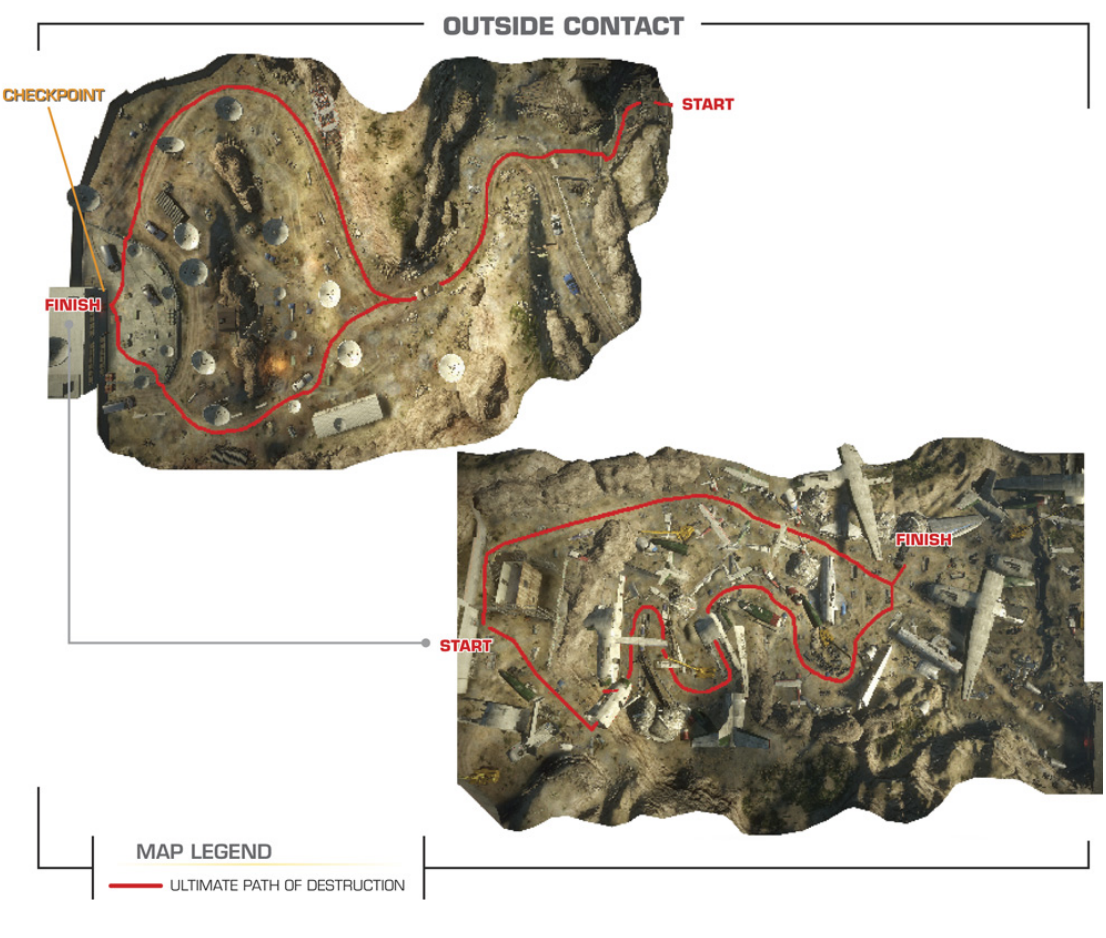
Contracts are extremely lucrative money-makers considering how long it takes you to actually finish one. If you want to quickly rise through the T.W.O. ranks, then make use of these Contracts as they become available.

Contract 1: Rally Point



For the amount of time you spend in the mission, this first Contract is the easiest to accomplish while scoring huge amounts of cash. In the first half of the Contract, you find yourself in front of a familiar car lot. Your ultimate destination is the plaza in front of La Puerta's City Hall. There are a lot of destructible cars and other obstacles throughout the entire area, making it easy to maintain Overkill while blasting through the map.

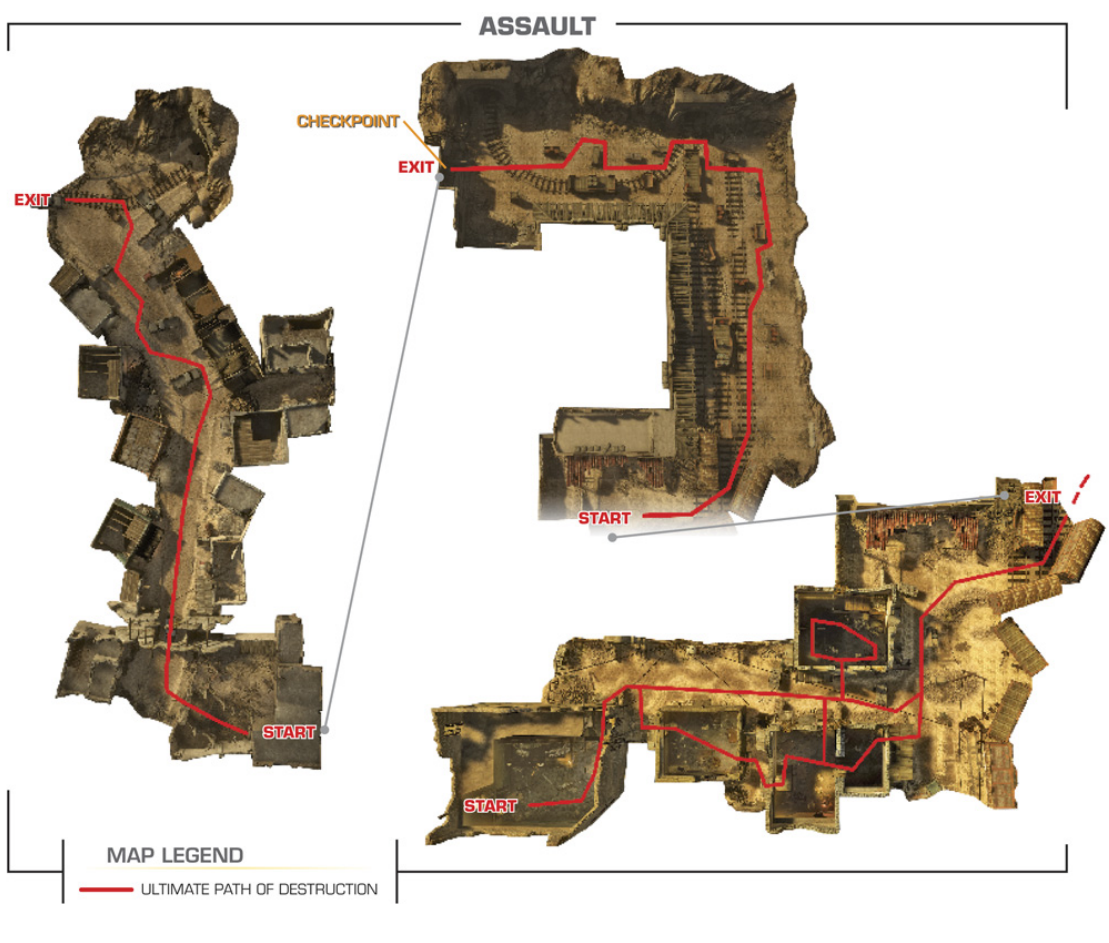
Contract 2: Outside Contact



You start this Contract in front of the radar station just before the large aircraft junkyard. Things are a bit more difficult this time around since you start off farther away from the enemy, giving your Overkill more time to drain away. Pack a fairly accurate weapon with a longer range so that you can pick off strays as you sprint towards the MMG guarding the station. Get rid of the gunner, and then turn the weapon on the thugs coming from the station.

The second half starts as you perform a dual breach to escape the station. As with the campaign mission that the junkyard appears in, you can boost an operative over the wall close to the breaching point. Both Alpha and Bravo can then proceed down toward the objective on separate routes, dealing with their own sets of enemies as they go. This Contract is arguably the most lucrative. It's not at all uncommon to reach almost $30,000 in a single run.

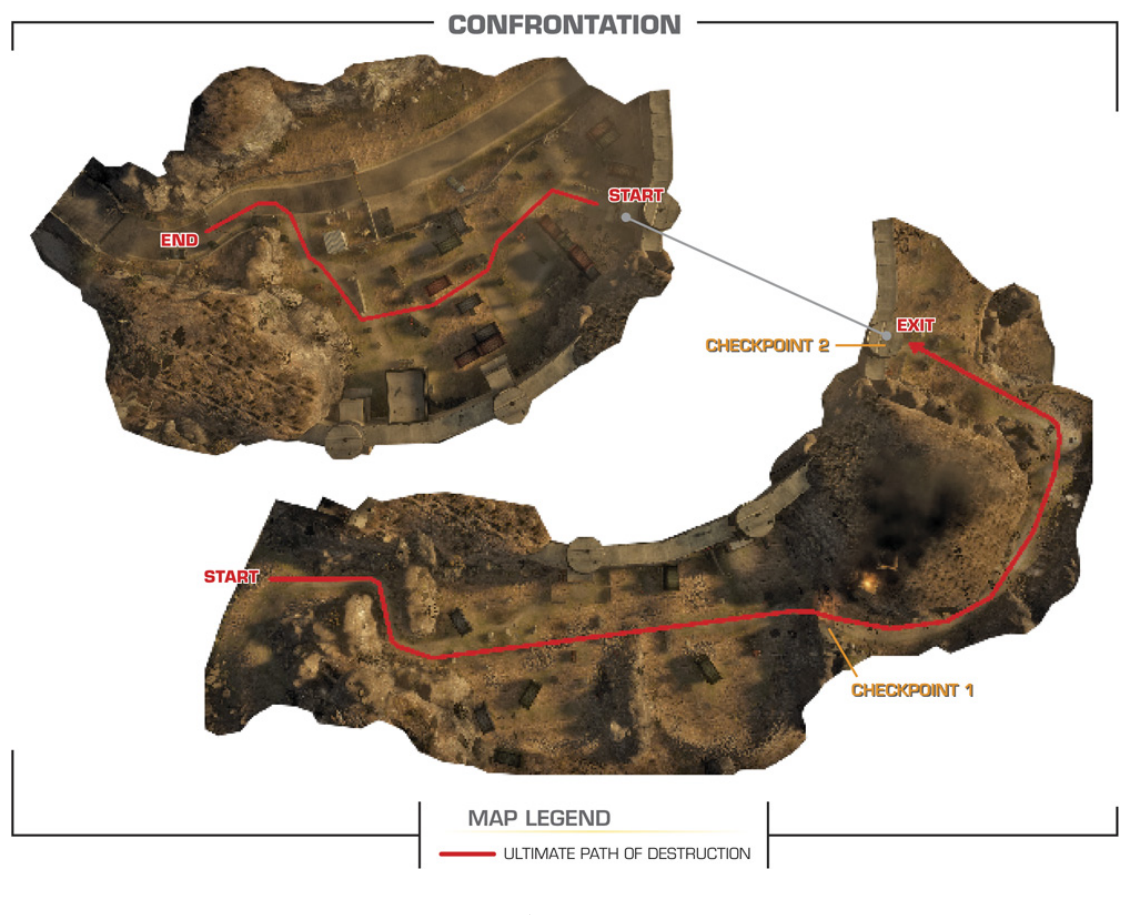
Contract 3: Assault



Of the four Contracts, this is the one that is hardest to do well in. The first half of the contract doesn't give you many targets with which to maintain your Overkill until you cross into the actual rail yard proper. For this reason, we recommend using SMGs so that you can stay a little faster on your feet while firing. Even a pistol can be a good choice since the pistol ranges are fairly short, and you can rapidly spray some of the pistols at targets without losing your forward momentum. You can't afford to dawdle much, so rush to the checkpoint and try not to spend too much time hunting stragglers.

The street beyond the checkpoint hasn't changed much since you saw it in the campaign. Move quickly toward the extraction point, as you're still plagued by a lack of targets to refill the Overkill meter with. The extraction point is protected by a Brute with a grenade launcher, so be careful and avoid getting killed if you have fallen out of Overkill by this point.

Contract 4: Confrontation

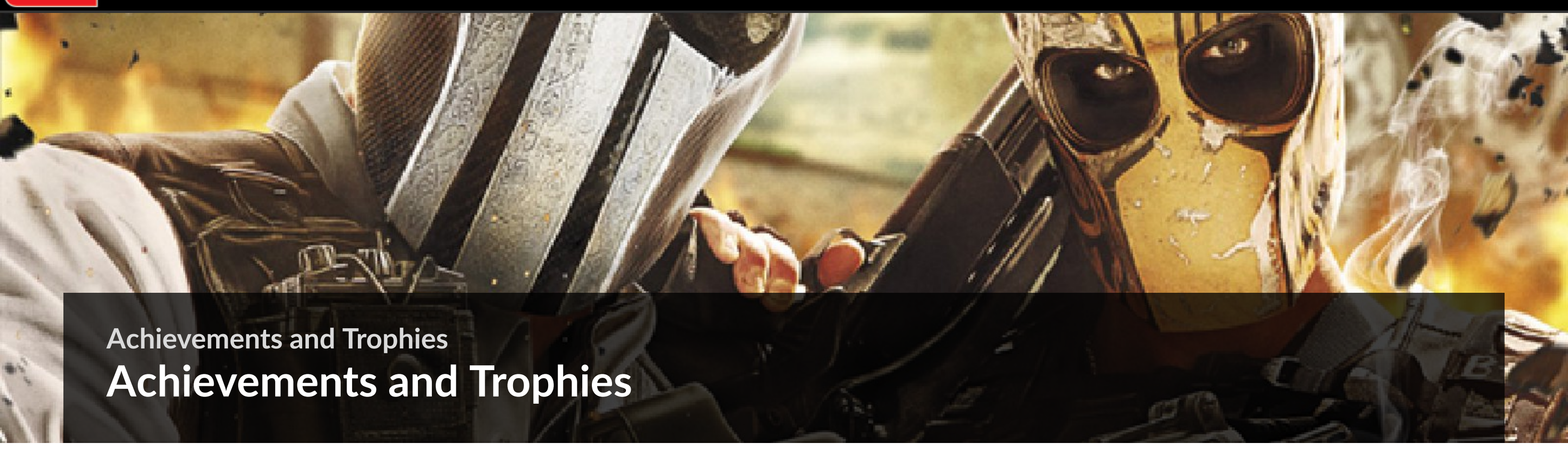


This last Contract is available through participating retailers' pre-order programs. Putting you in the shoes of Baker and Chuy, this Contract is their chance to extract bloody vengeance against the cartel in an explosive send-off for two heroes.

The starting area before the first checkpoint has you up against cartel elites on the compound walls to the left of your advance and many more targets headed right toward you The goal here is to get to the far tower entrance and hose down any elites trying to push out from the tower, building up a hefty combo multiplier. When the area is clear, use a Co-op Action to boost Chuy and Baker up to the checkpoint.

The battle in front of the second checkpoint is short and sweet. Eliminate the hostiles on the walls, and then go to town on the reinforcements coming in from the road. You should be able to clear them out and get to the second heckpoint with time to spare.

You leave the second checkpoint with a dual breach sequence. Lots of cartel elites are already in the area, and more are being delivered by sports utility vehicle. As you advance toward the extraction zone, don't forget about the hostiles coming from the buildings to the left of the cargo containers. Expect multiple Brutes, which can be problematic if you manage to lose Overkill during the final stretch.



Achievements and Trophies

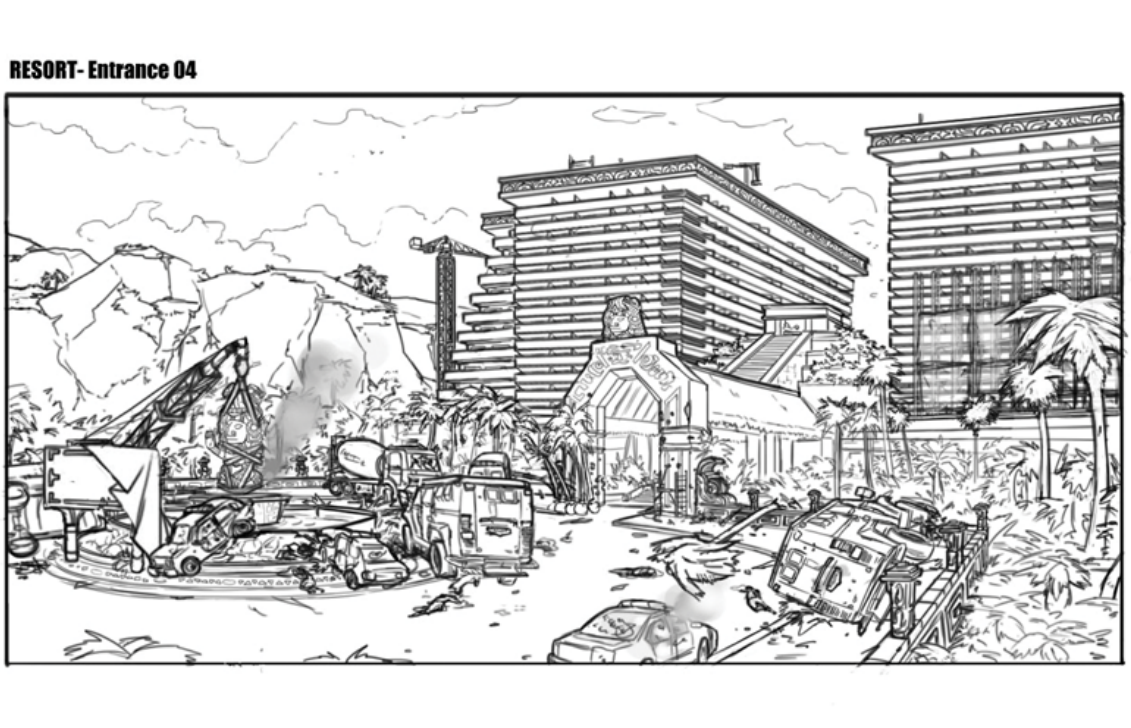
The following is a list of all Xbox LIVE Achievements and PlayStation Network Trophies that are available in *Army of Two: The Devil's Cartel* . Certain Achievements/Trophies on this list include additional tips to help you earn them faster.

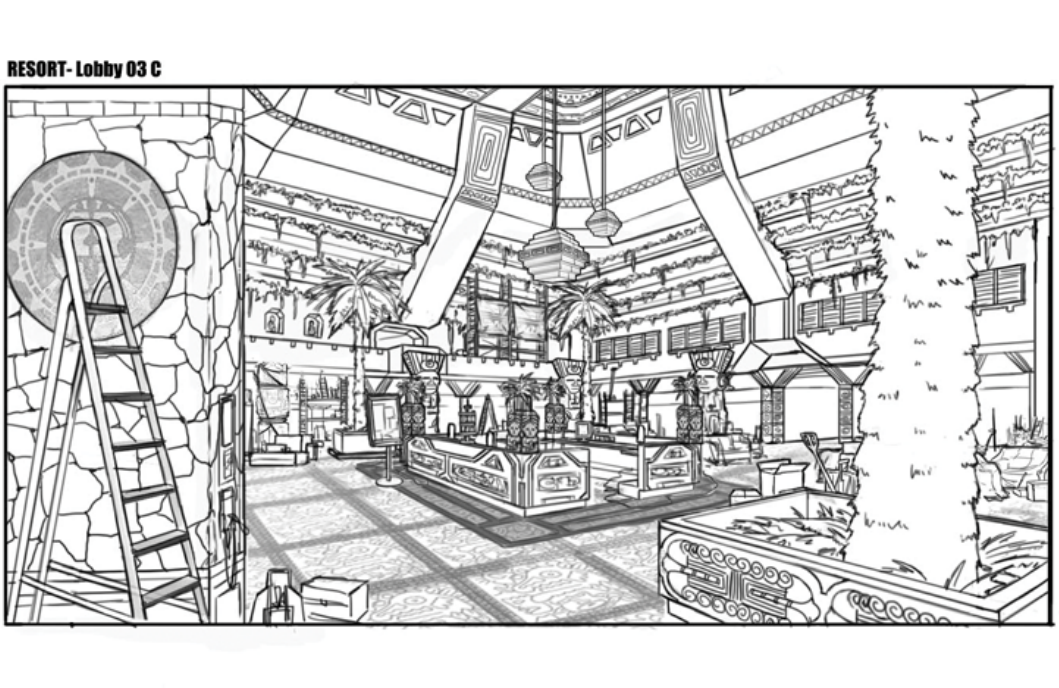
	NAME	DESCRIPTION	Comments	360 GS POINTS	PSN TROPHIES	PSN SCORE
1	Let's Do This	Complete New Blood	Any difficulty	10	Bronze	15
2	Now What?	Complete Cause and Effect	Any difficulty	10	Bronze	15
3	FUBAR	Complete Rally Point	Any difficulty	10	Bronze	15
4	From Bad to Worse	Complete Outside Contact	Any difficulty	10	Bronze	15
5	Massacre in Paradise	Complete Last Resort	Any difficulty	10	Bronze	15
6	Forgive Our Sins	Complete Salvation	Any difficulty	10	Bronze	15
7	Behind Enemy Lines	Complete Enemy Territory	Any difficulty	10	Bronze	15
8	Drugs Are For Losers	Complete Narco Hell	Any difficulty	10	Bronze	15
9	War Comes Home	Complete Assault	Any difficulty	10	Bronze	15
10	Revenge is a Bitch	Complete Confrontation	Any difficulty	10	Bronze	15
11	And Now What?	Complete the Campaign	Any difficulty	25	Silver	30
12	Sir, Yes Sir!	Rank Up to Lvl.5		20	Bronze	15
13	Keep It Up!	Rank Up to Lvl.15		30	Silver	30
14	Blood, Sweat, and Guns	Rank Up to Lvl.25		50	Gold	90
15	My Baby	Fully customize a weapon with 6 or more customizable parts		10	Bronze	15
16	Overkiller	Kill 200 targets in Overkill (triggered by you)		20	Bronze	15
17	Whack-A-Mask	Kill 500 targets while in cover		20	Bronze	15
18	Double Trouble	Kill 200 targets in Double Overkill		50	Silver	30
19	Moocher	Kill 200 targets in Overkill (triggered by your teammate)		20	Bronze	15
20	Let 'Er Rip	Kill 100 targets using a mounted machine gun (MMG)		20	Bronze	15
21	Barbarian	Destroy 500 objects		10	Bronze	15
22	Armed to the Teeth	Buy all guns	DLC ones not included	25	Silver	30
23	Look at You!	Buy all outfits	DLC ones not included	25	Silver	30
24	Look Mom, I Made It!	Complete the game on Insane		100	Gold	90
25	Deep Pockets	Buy all weapons, tattoos, masks and outfits	DLC items, mask decals, weapon skins, and weapon parts not included	100	Gold	90
26	Army Of Two	Perform 250 Flank, Surprise, and/or Tag Team kills	You make the kills	75	Silver	30
27	Aggro-er	Take the Aggro for 100 Flank kills	You can use T.W.O. vision to check enemies for their aggro status.	40	Silver	30
28	David vs. Goliath	Kill 10 Brutes in Physical Confrontation		10	Bronze	15
29	Party Pooper	Kill 3 targets with 1 grenade		10	Bronze	15
30	Environmentalist	Kill 3 targets or more using an explosive object in any level	This can be performed as early as Mission 2 of the Campaign.	10	Bronze	15
31	Headache	Perform 100 Headshots		30	Bronze	15
32	Blood Sport	Perform 100 Knife kills		25	Bronze	15
34	Backstabbing Bastard	Perform 50 Backstabs		10	Bronze	15
38	Just a Scratch	Complete a mission without becoming Wounded	Medium, Hard, or Insane difficulty (invalid on Easy)	25	Bronze	15
39	Combo Master	Perform a 10x Co-op Combo	The Decision Point at the end of Mission 2, Chapter 6, is a prime place to set up an early 10x Co-op Combo, especially when playing with a partner. With one player on the MMG and the other on the ground defending Rios, you can easily rack up the Combo count thanks to the sheer number targets being thrown at you.	30	Silver	30
40	Art is Not a Crime	Create your own custom mask		10	Bronze	15
41	Michelangelo	Apply the maximum number of layers on a customized mask		10	Bronze	15
42	Demolition Derby	Destroy 50 cars	Mission 3 of the Campaign provides a ridiculous number of cars to destroy early in the Campaign. You can also rack up more car kills during the climax of Mission 6.	10	Bronze	15
43	Money Shot	Headshot a target while blind firing		10	Bronze	15
44	Melee All Day!	Perform a Knife kill while you're in Overkill	DID YOU JUST MAKE THAT GUY'S HEAD EXPLODE WITH A KNIFE? HOLY CRAP I THINK YOU JUST MADE THAT GUY'S HEAD EXPLODE WITH A KNIFE.	10	Bronze	15
45	And Stay Down	Perform 10 Knife kills on wounded targets		10	Bronze	15
46	Cover Hopper	Perform 10 cover-to-cover transitions in a row	This must be done without ever leaving the cover state. You can easily do this during the the training chapter of Mission 1.	10	Bronze	15
47	Fashion Police	Perform 50 Hat Shots	Hat shots are quite easy to perform against the cartel elites, who start appearing in greater numbers during Missions 9 and 10 of the campaign. Unless you're using powerful armor-piercing sniper rifles or ammunition, the ballistic helmets worn by elites can resist a few rounds before getting knocked off.	10	Bronze	15
48	1-2-3-GO!	Simultaneously kill 2 unaware targets	2 human players only. This can be done with any weapon, but the targets need to be in pre-combat and unaware of your presence.	10	Bronze	15
49	First Blood	Make your first kill as a rookie (in Cause and Effect mission)		10	Bronze	15
50	Two Heads	Complete a mission (excluding New Blood) with a human partner		10	Bronze	15

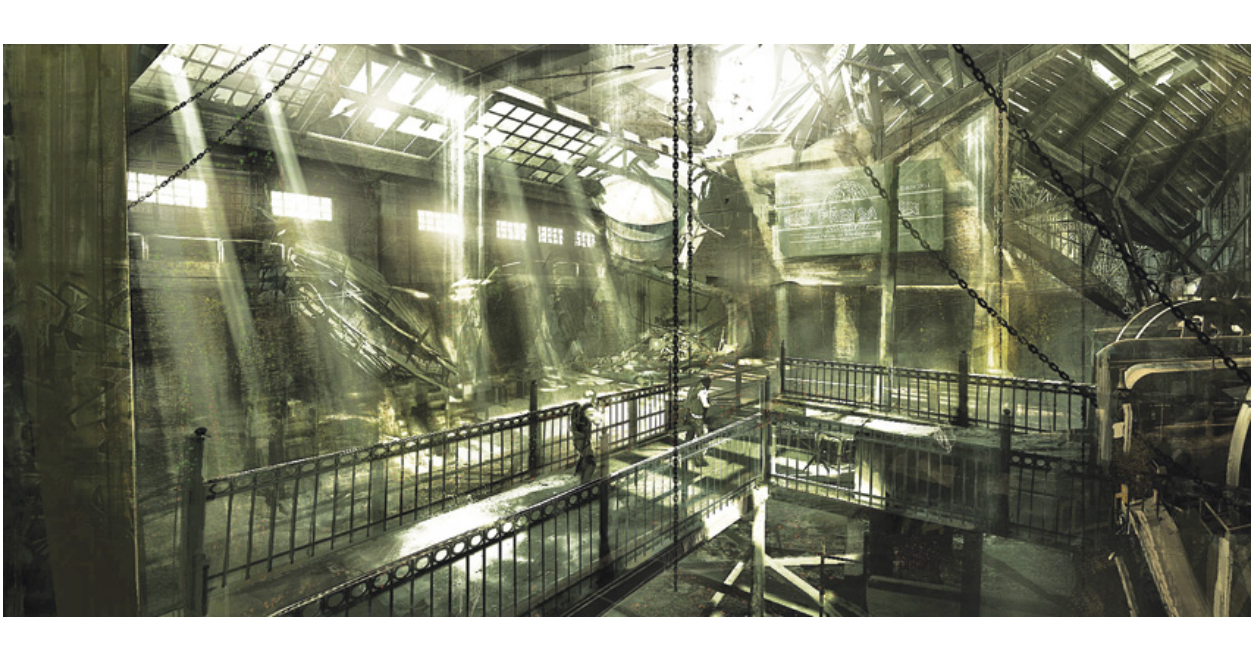
Concept Art

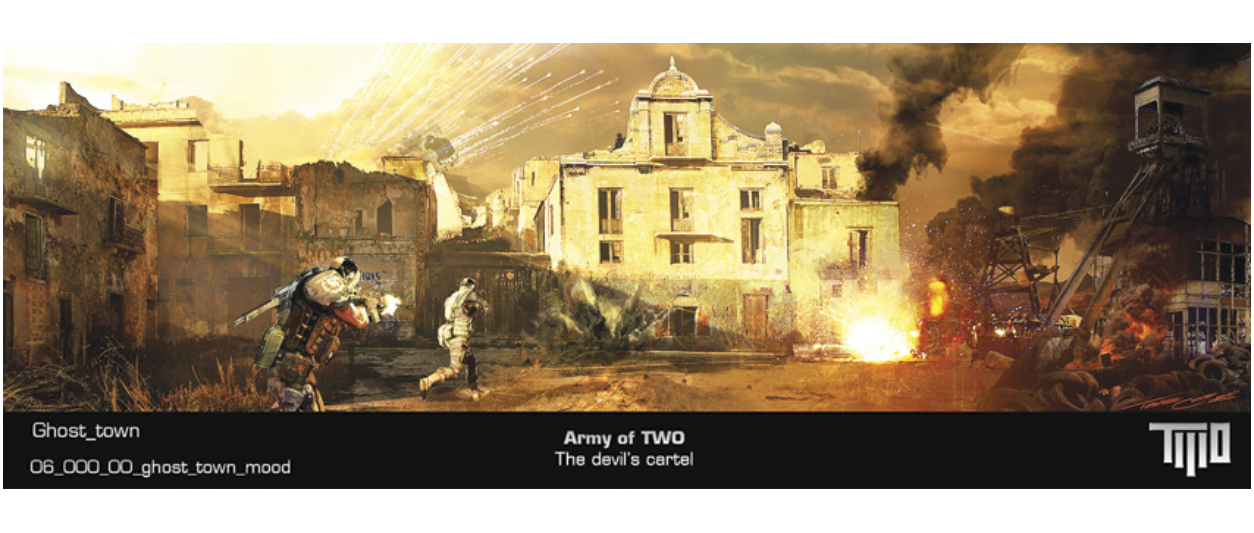
Concept Art

Army of TWO™ The Devil's Cartel's overall look was mainly inspired by a few specific themes. Environments were based on the more dangerous, perilous side of Mexican subcultures, Hollywood action blockbusters were the inspiration behind the Overkill function and a drearier, metallic theme was used for the TWO organization and the game's menus. These themes were drawn from to get players to feel the pressure of being on a mission in hostile, cartel infested areas of a fictional Mexico. Without a partner and Overkill to help even the odds, the chance of survival drops to nil…







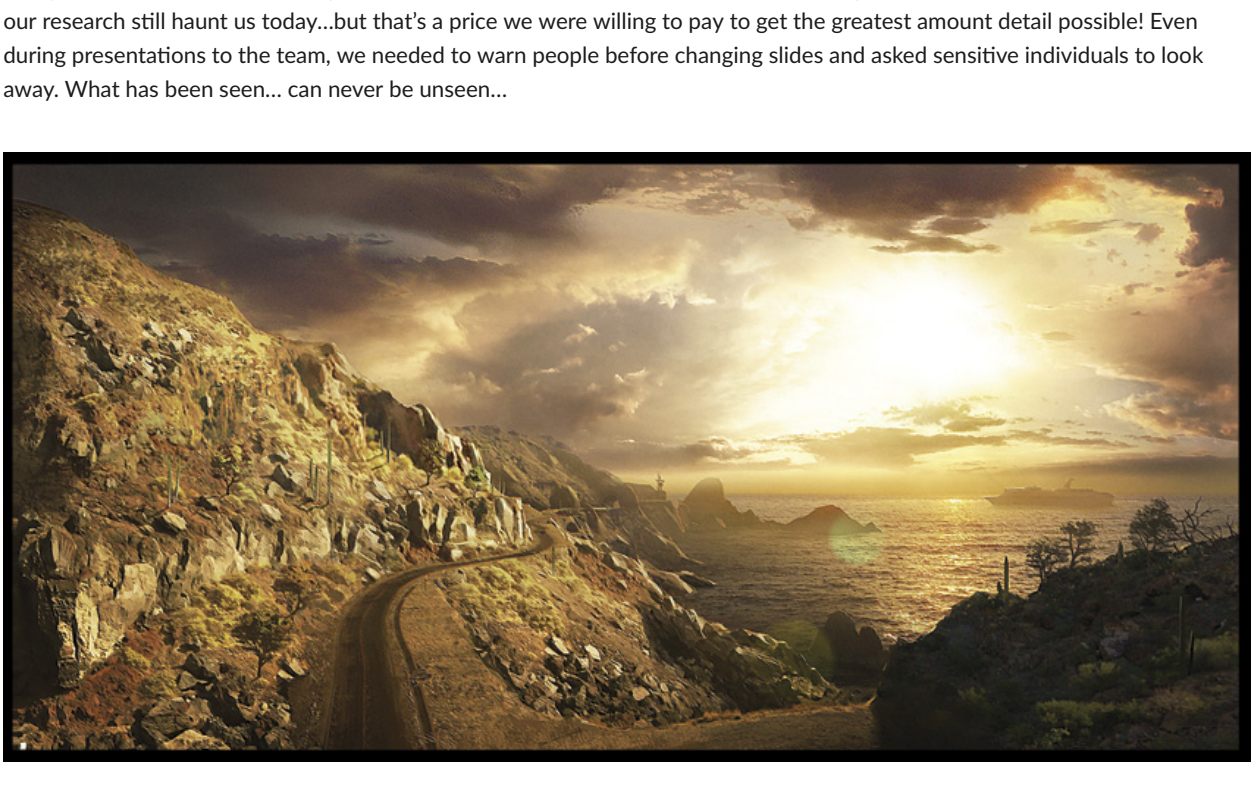


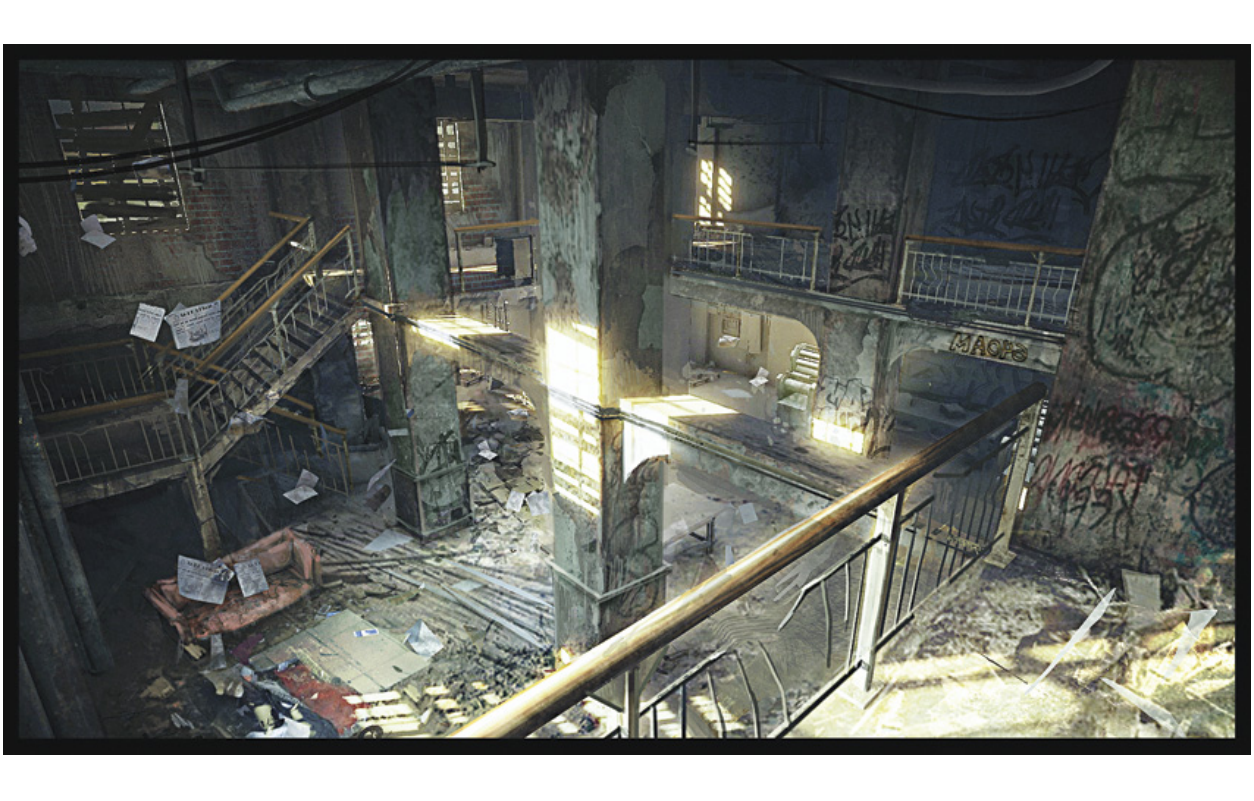
The Mexico we tried to depict is not quite present day Mexico. Our goal was not to construct an accurate portrait, but to exaggerate its clichés and deliver a much more dynamic and chaotic depiction of this most vibrant of cultures. What we've done is create a grittier, over-the-top caricature of Mexico which served as a stage in allowing us to develop our characters, plot and most of all… intense, nonstop action.

Every map contains what we call "Vistas", which are basically eye candy we've added in for the players' enjoyment. This allows our two heroes to take a break from the heavy shootouts and enjoy a calm moment to count their ammo, reload their weapons and take in the beauty before them. Theses vistas and weenies also help support the narrative by reinforcing the setting, theme and location.

Gore Research

The gory features present in our game, required some "visual studies". Some of the images we found on the web to help further our research still haunt us today…but that's a price we were willing to pay to get the greatest amount detail possible! Even during presentations to the team, we needed to warn people before changing slides and asked sensitive individuals to look away. What has been seen… can never be unseen…





Each level possesses a main theme which the team used as a guideline throughout its development. We used each thematic to accomplish two different objectives:

1 - Create and mold an identity for each level

2 - Illustrate specific Mexican clichés

Cliché examples:

Tequila

Spanish colonial architecture

Day of the Dead

Mayan icons

Religious Beliefs

Slums

Cartel

Hacienda

Drug Lord Excess

Campaign Walkthrough

Special Callouts

The campaign for Army of Two: The Devil's Cartel consists of ten missions, each divided into multiple chapters. This walkthrough is organized accordingly, with each mission section divided into its chapters. You'll be given relevant information regarding the enemy force's composition, as well as solid methods for breaking apart every hostile position, defensive line, or ambush. Additionally, you'll see special attention being paid to Flanking Routes, Decision Points, Suggested Armaments, and ideal Overkill moments.

Flanking Routes

Technically, any path you take that gets you pointed at the unguarded flank of the enemy could be considered a flanking route. There are, however, a number of alternate routes that are built into the environments themselves. For example: a back alley might let you get behind a mounted machine gun, and using a Team Action to boost your buddy to an elevated position could allow him to take out enemies on adjacent rooftops while also sniping at enemies you're facing on the street level.

Decision Points

Occasionally, you'll encounter situations that require you to choose between two options. These Decision Points split Alpha and Bravo apart from one another, and are very dangerous. If you're taken down by the enemy while alone, it's game over, and you'll be sent back to the closest checkpoint! Decision Point sections of the guide will cover both possible routes so that players playing alone or with a partner will know what to expect no matter what choice they make.

Suggested Armaments

It is entirely possible to rip apart the poor saps the cartel sends your way with nothing more than the default M4 Assault Rifle and some very accurate shooting. However, there are plenty of battles throughout the game that can be made significantly easier if you decide to use specific types of weapons. When situations can be made easier by utilizing a specific type of loadout, the Suggested Armaments sections will let you know. Don't forget, in between every single chapter of the game, you're given the opportunity to change your loadout before continuing forward, so be willing to change your equipment if you feel you're struggling.

Overkill

Overkill is an incredibly powerful tool that allows your mercenary to become something that resembles a force of nature, as opposed to being just another guy with a gun. However, you can only utilize this mode for short periods of time, even if you trigger a Double Overkill. It might not even be available right when you need it the most, depending on how well you're racking up points during combat. Overkill callouts in the guide will let you know when you've entered a target-rich environment that you can use to rack up Overkills and fatten your wallet.

Difficulty Settings

There are four difficulty settings for The Devil's Cartel: Easy, Medium, Hard, and Insane. Insane only becomes available after you complete the game once. The difficulty settings determine just how much damage you can take before being put in the Wounded state, and also determine how fast you bleed out. Playing on higher difficulties increases a modifier that improves your overall score at the end of every chapter. This guide is written for the Hard difficulty setting, but the tips here are universal to all difficulty settings since enemy numbers and health levels are not affected. You may find that you tend to be a bit more cautious when playing at higher difficulty levels because you have significantly less leeway to make mistakes.

For players who have extensive experience playing third-person shooters, or for those intending to run through the game with a partner, we recommend starting on the Hard difficulty. The challenge might be frustrating at first, but the chance to make more money and rank up faster is not something to take lightly. The sooner you build up ranks, the sooner you can gain access to better weapons in the Armory.

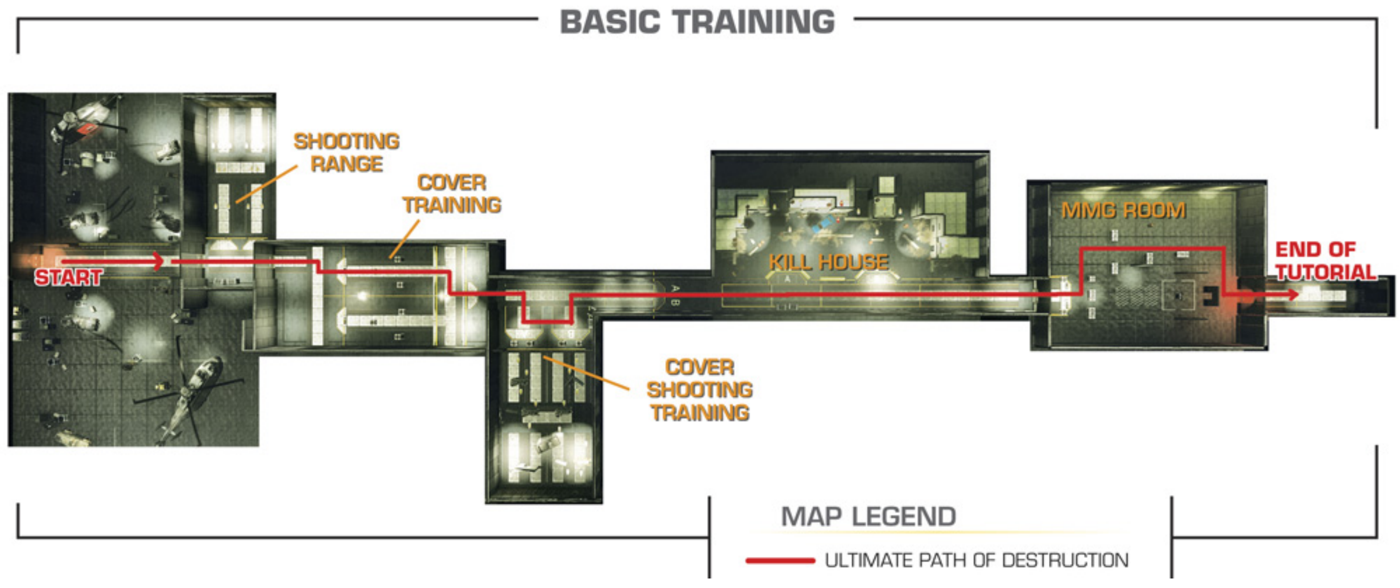
Mission 1: New Blood

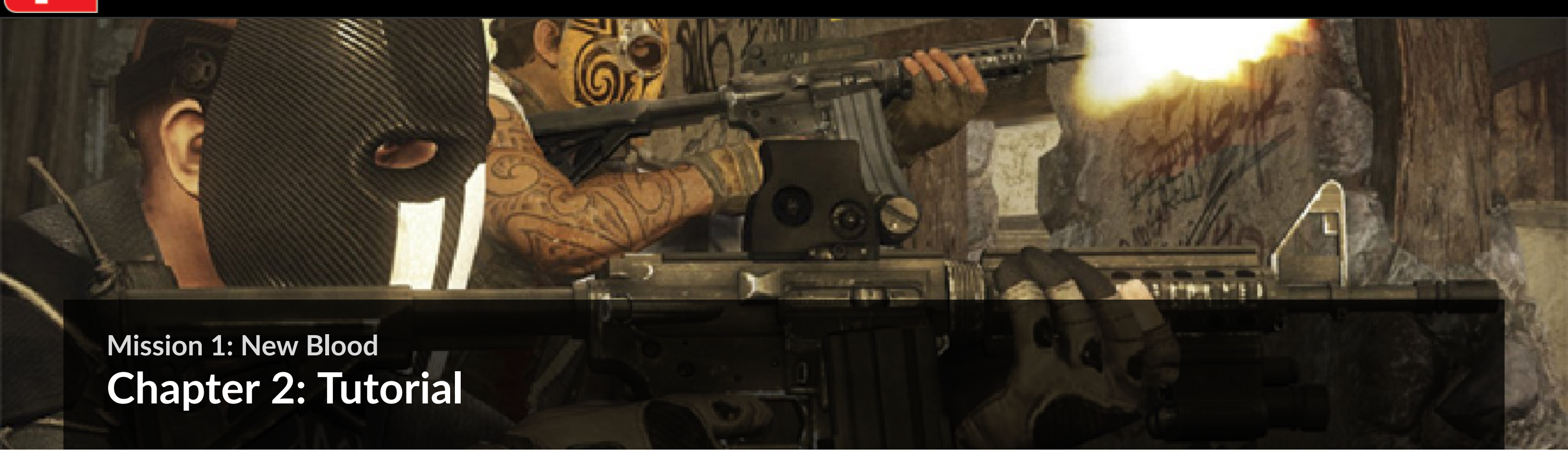
Hired by the mayor of La Puerta, T.W.O. has deployed its finest to the city in order to protect their client against potential assassination attempts. It should be a simple job; just a bunch of hired muscle putting on a dog and pony show so that locals inclined toward violent conflict resolution don't get uppity. No complications. Nobody is going to do any shooting today.

Right.

Chapter 1: Protection

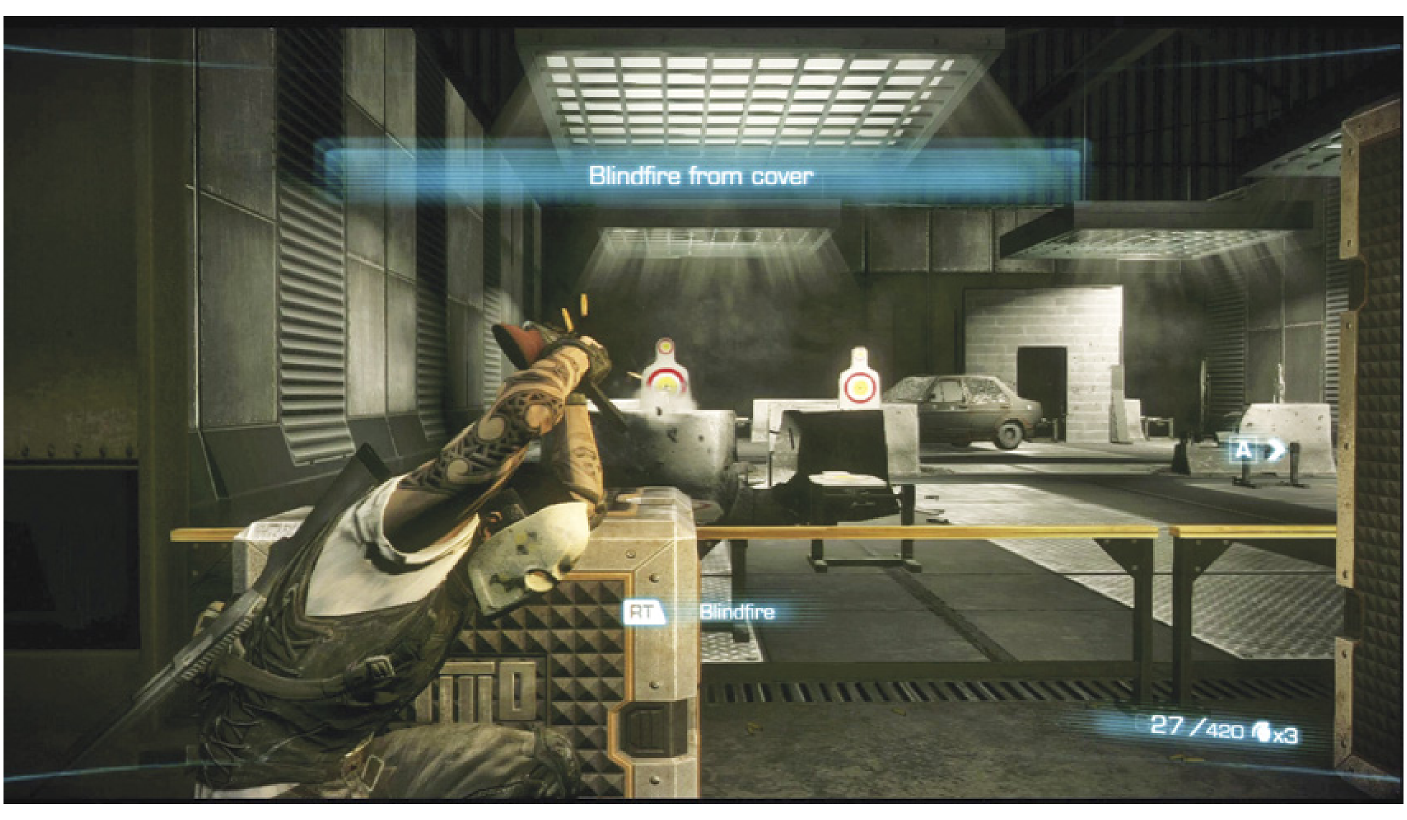
Mayor Cordova's speech practice from within a T.W.O. armored truck is abruptly halted when a roadside explosive demolishes the lead car in the convoy. Cartel thugs seem to be on every rooftop, peppering the convoy with persistent RPG fire and almost completely annihilating it. Mayor Cordova is lost during the confusion. The T.W.O. operators, already having suffered casualties and scattered by the sudden cartel attack, must now locate the mayor and find a way to regroup. However, a nearby RPG strike appears to prematurely end Alpha and Bravo's efforts, and we're sent five years into the past, back to when they first joined T.W.O.

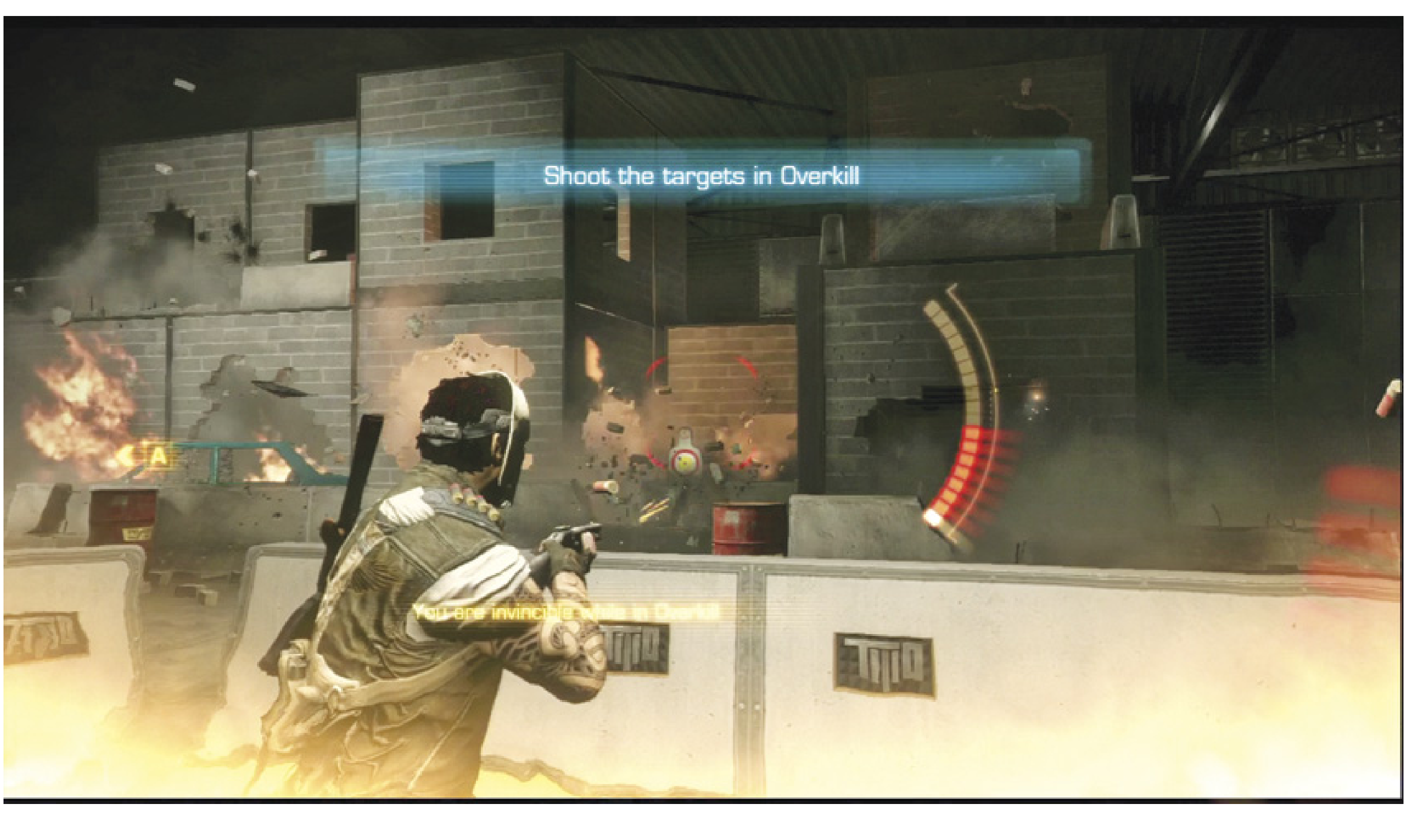


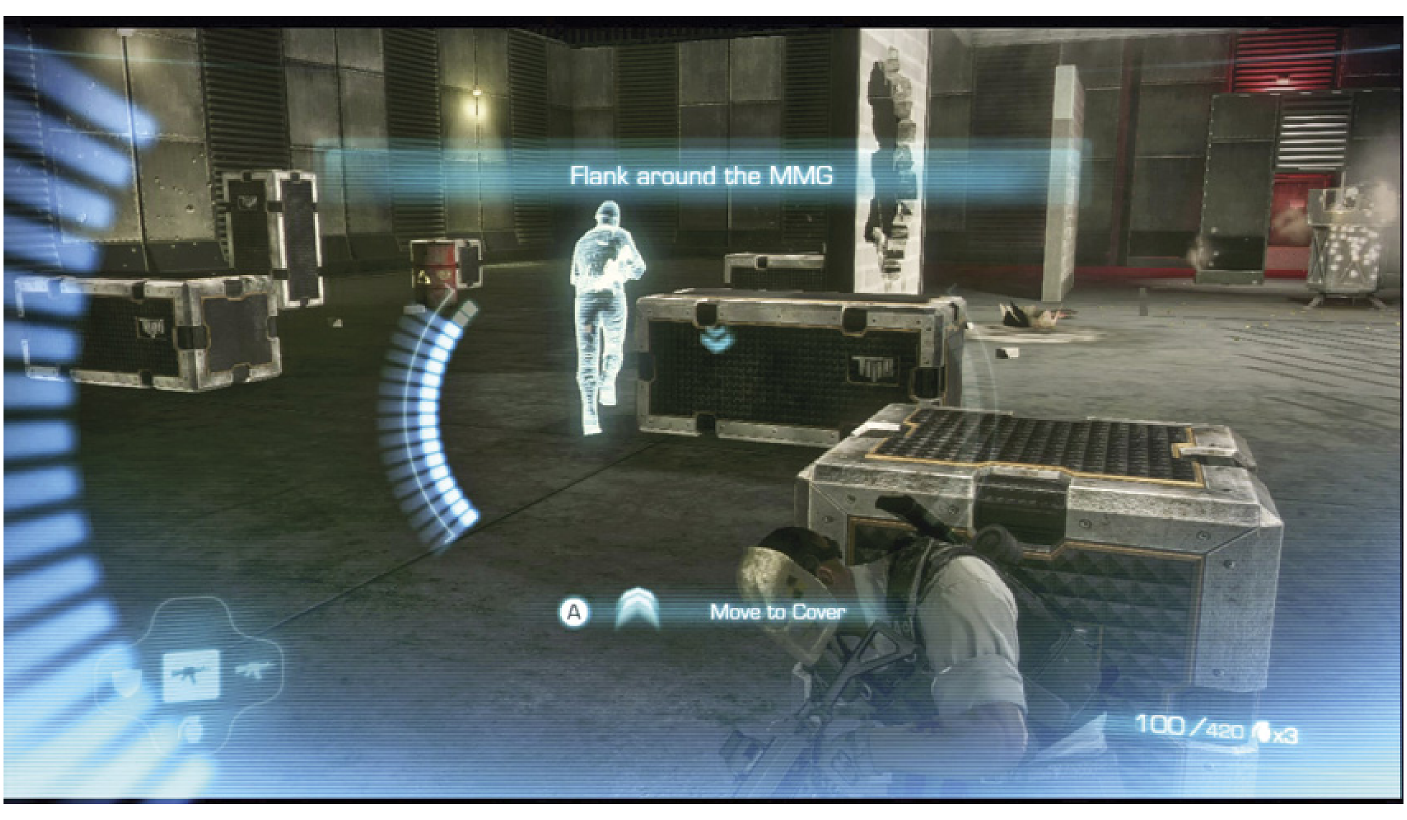


Chapter 2: Tutorial

After a run-in with Baker and Chuy, it's time to begin your final certification to join Tactical Worldwide Operations in an official capacity. This section acts as a tutorial. Rios and Salem will order you around to different stations in the T.W.O. training facility. Follow their orders to get the run down on all the basics. If you combine the training here with the information about how to play the game starting on page 24, then you'll be more than ready to shoot your way though an army of cartel thugs.

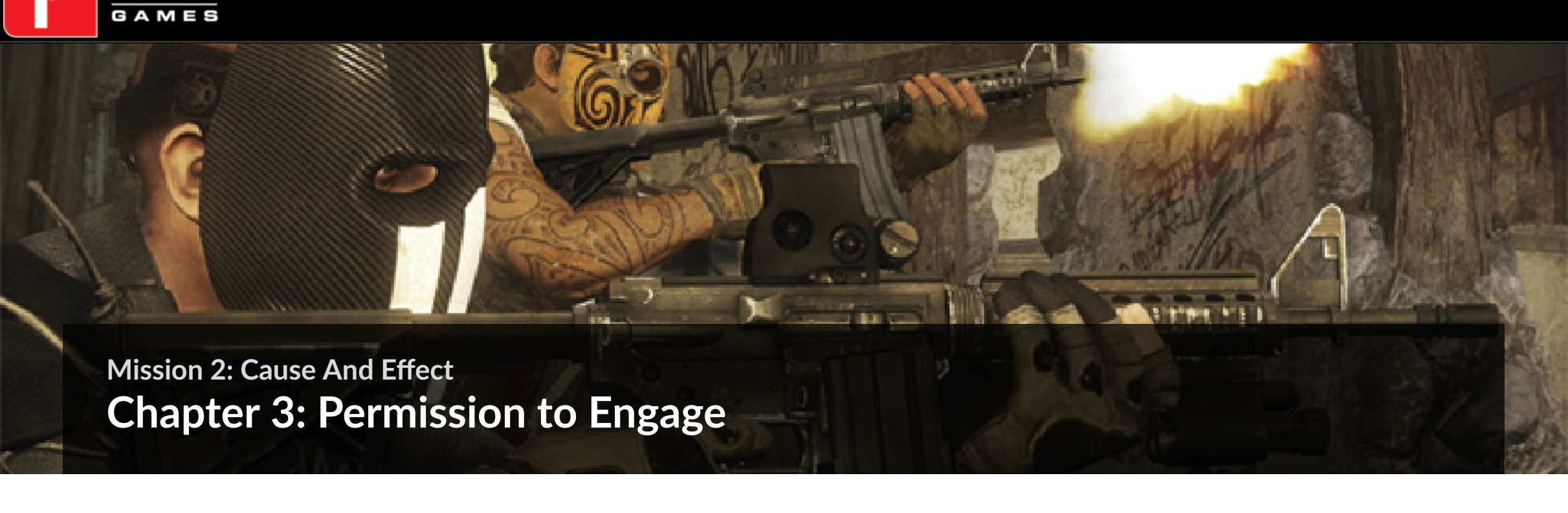






After running through the basics of how to aim, shoot, throw grenades, take cover, transition between cover, and destroy a recreation of a low-income housing block with Overkill, you're given a proper test. The test involves everything you've just learned, you're expected to successfully flank a mounted machine gun (MMG) while it pours lead in your direction. If there's anything you should make sure you retain from this, it's how to use cover and aggro management to flank emplacements like this. While you're behind cover, use T.W.O. Vision to confirm the route you're going to take to flank the gun. Wait until the gun is distracted by Bravo, and then take Alpha around to the left side of the room, darting between pieces of cover. Once you flank the MMG, put a few rounds into the gunner to pass the test.

Rios and (to a lesser extent) Salem are impessed at your ability to stumble through certification without blowing your own brains out. With the formalities out of the way, they hand Alpha and Bravo their iconic ballistic masks and welcome the two new members to the team. Now that you have earned your place, it's time for you to earn your pay.



Mission 2: Cause And Effect

Chapter 3: Permission to Engage

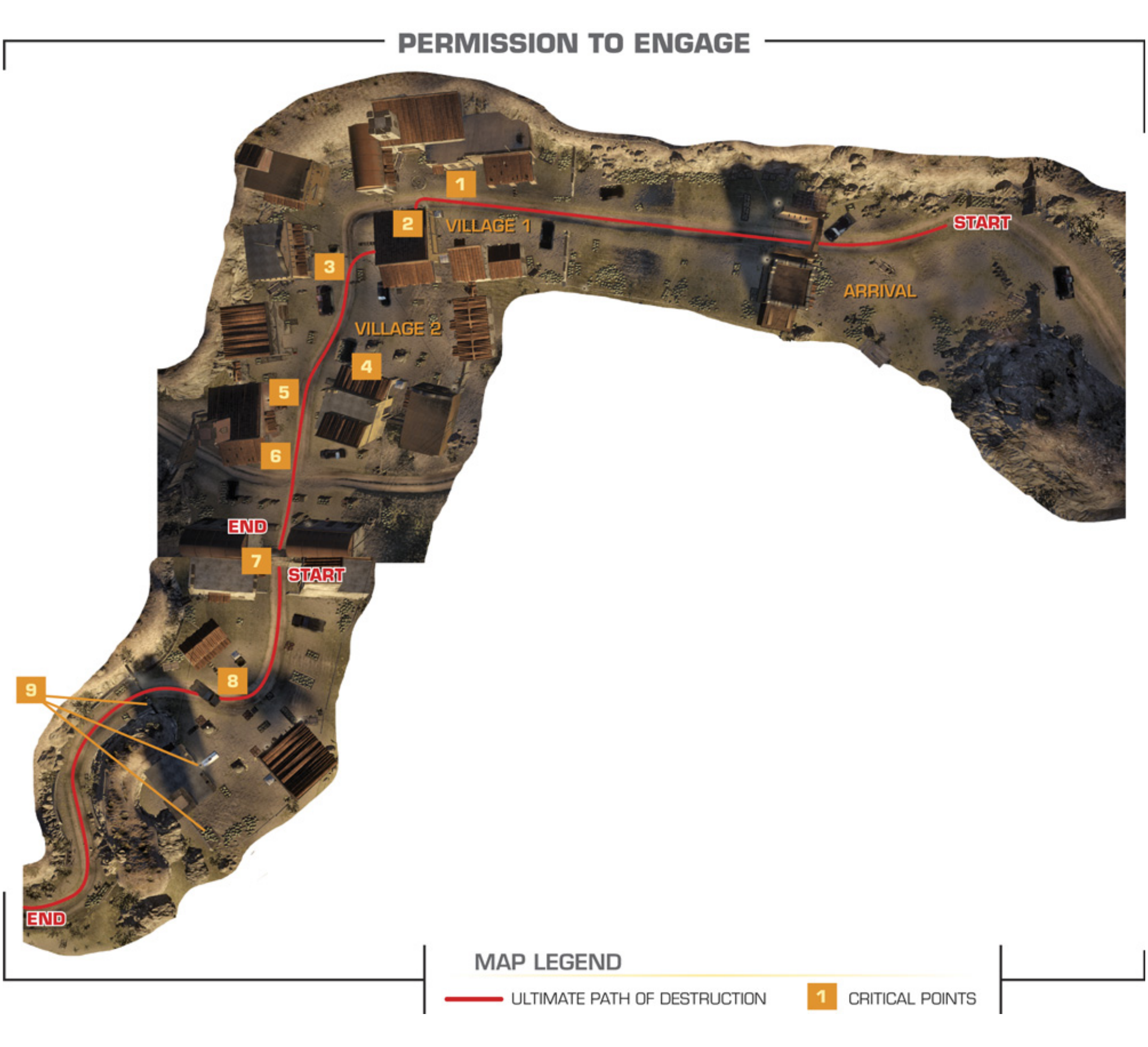
Newly certified as contractors for T.W.O., Alpha and Bravo travel to Mexico with Rios and Salem to participate in their first mission. The T.W.O. mercs have been hired to rescue the daughter of someone with deep pockets. Attacking a hideout belonging to the La Guadaña cartel, the pair soon finds that this cartel has plenty of people willing to die just to keep a hostage in captivity.

Chapter 3: Permission to Engage

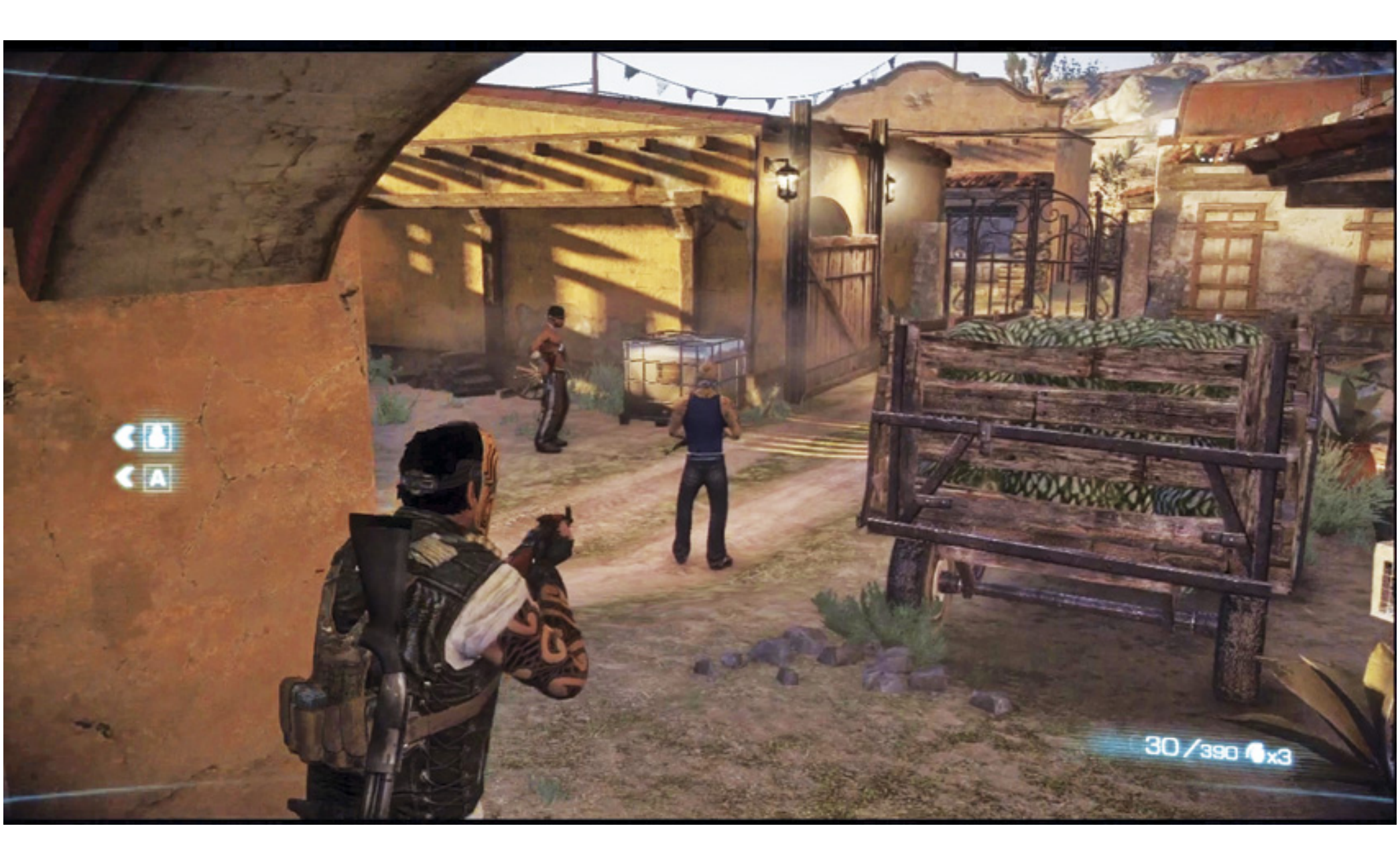
Suggested Armament

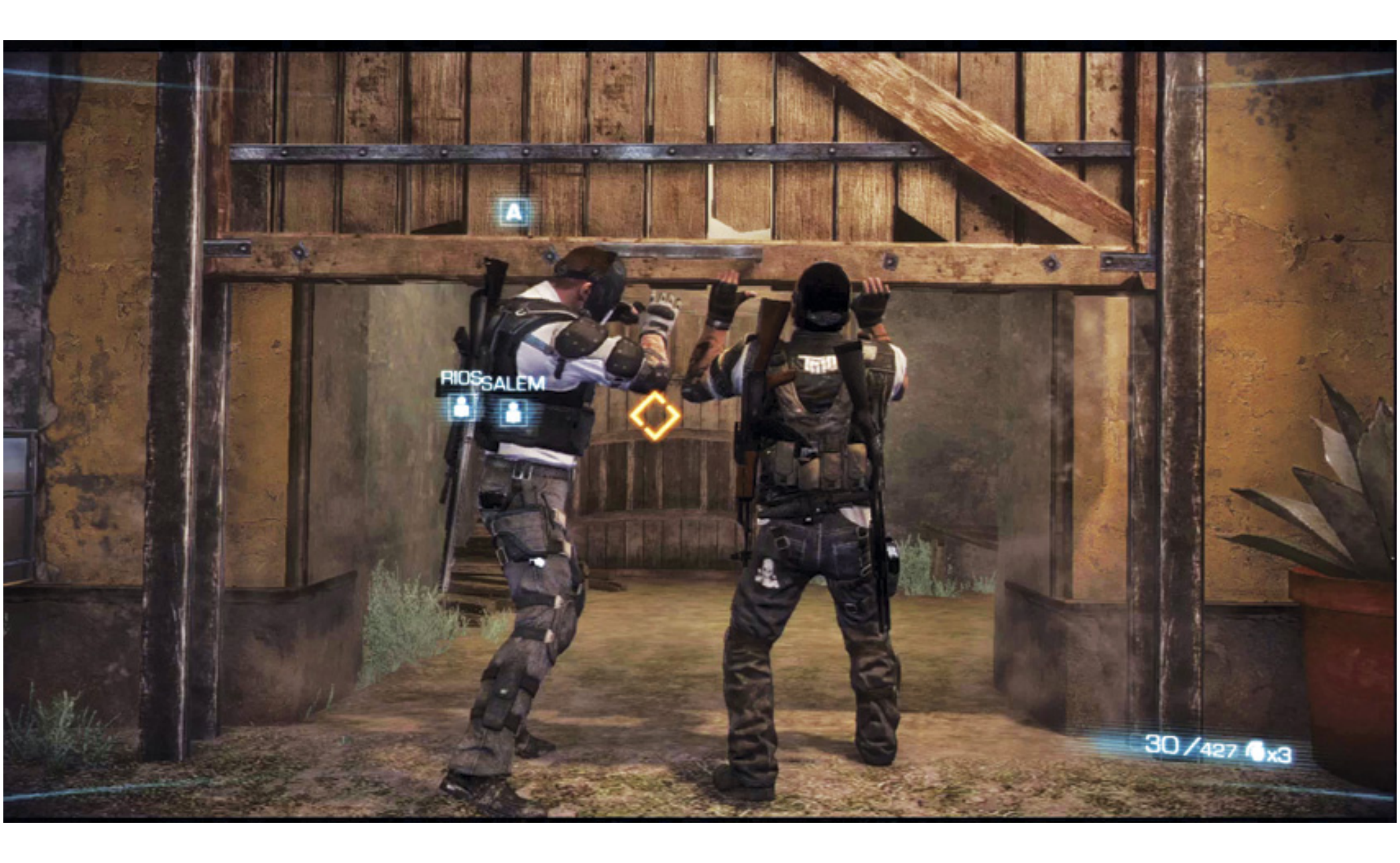
If you're just starting out, you've got an M4 Assault Rifle and an LE-400 Shotgun as your main weapons, and a M92 Pistol for your sidearm. Choose whichever weapons you see fit to use, but it's generally safer to stick to weapons that have better range than a shotgun.

Don't forget that you have the ability to improvise while in the field, so even beginners aren't stuck with the standard loadouts for very long. Any weapon that the enemy is holding can be picked to use against their brothers. Later in the game, weapons recovered from the cartel may be enhanced by modifications.



After a healthy debate about the need for permission to attack cartel members, you're given control to begin storming the compound. As you cross through the entrance, you'll see a pair of thugs standing guard with their backs facing you 1 .

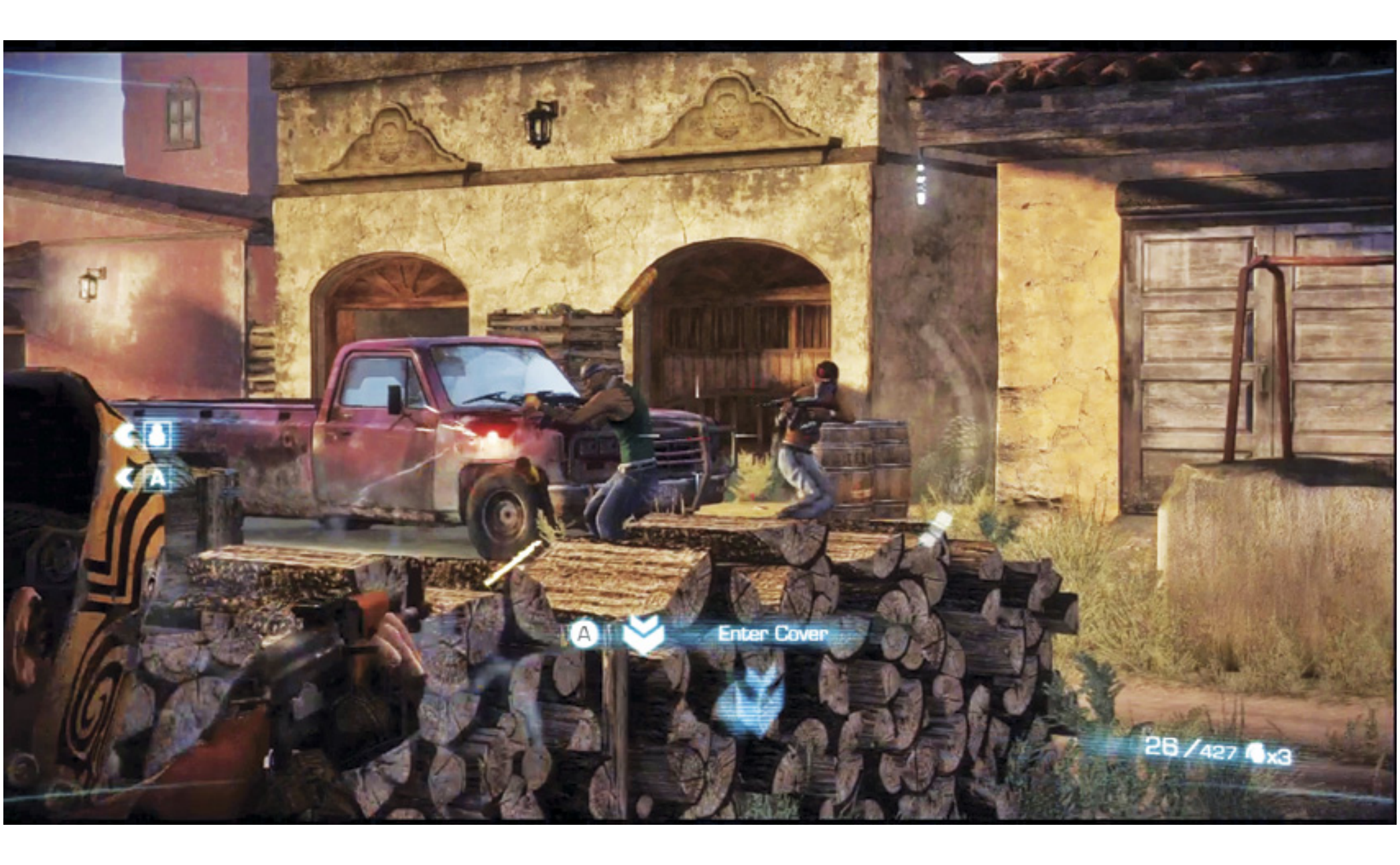


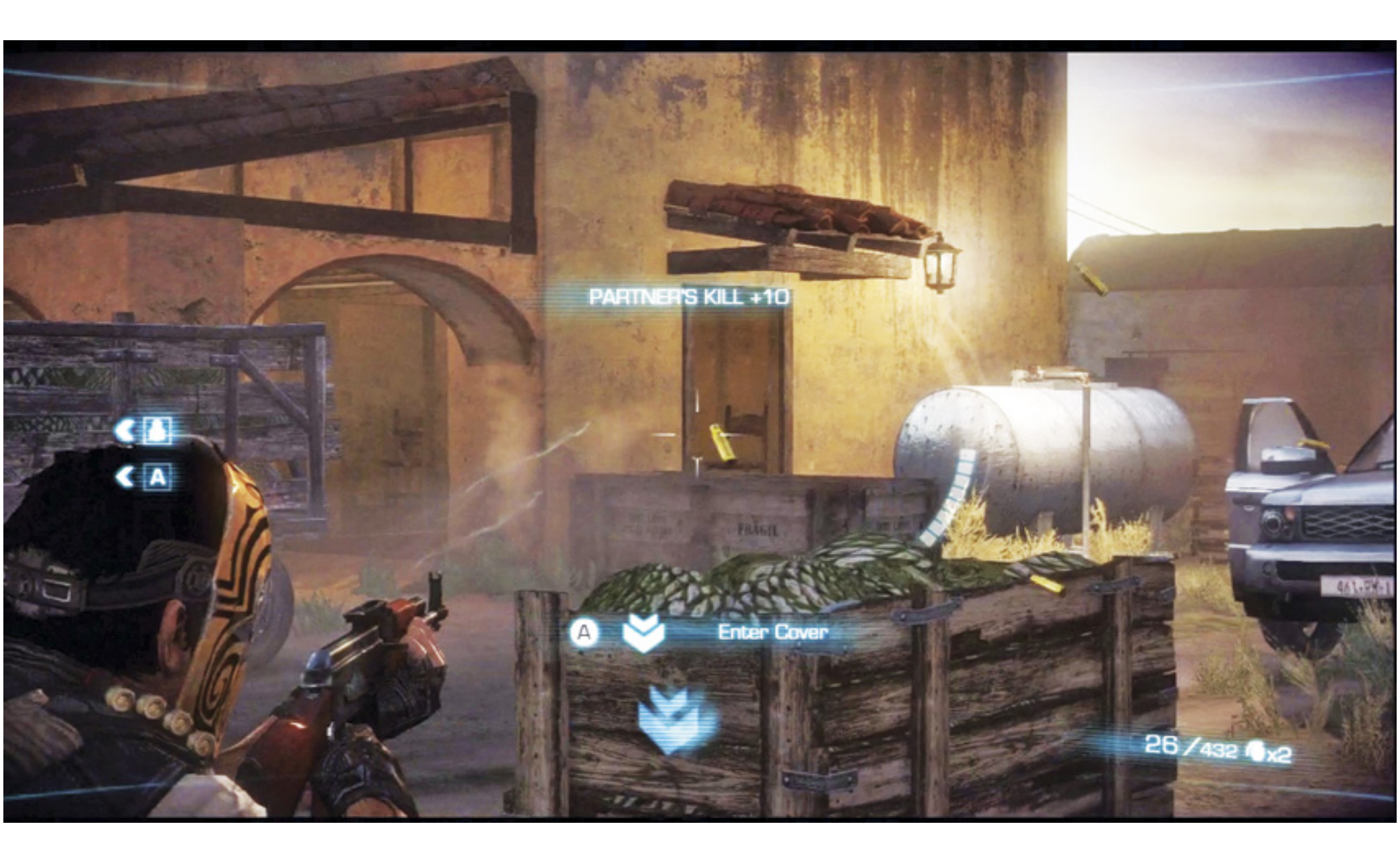


There's no "right" way to take the guards out. If you're playing with a friend, you can make clever use of cover to close in on them and score melee kills while their backs are turned. If you do it right, you can nail them both at the same time before they can even react to your presence. Unfortunately, if you're playing alone, AI Bravo tends to open fire on his own as soon as he gets close enough. However you manage it, Salem and Rios split off from you once the guards are dead, ordering you to go through the nearby stables to proceed 2 . Use a co-op action to lift the door.

Tip

If you're playing with a friend, this first pair of guards is a good chance to practice shooting at live targets in unison. Remember: you score extra points on a kill if both Alpha and Bravo contribute bullets to the cause.

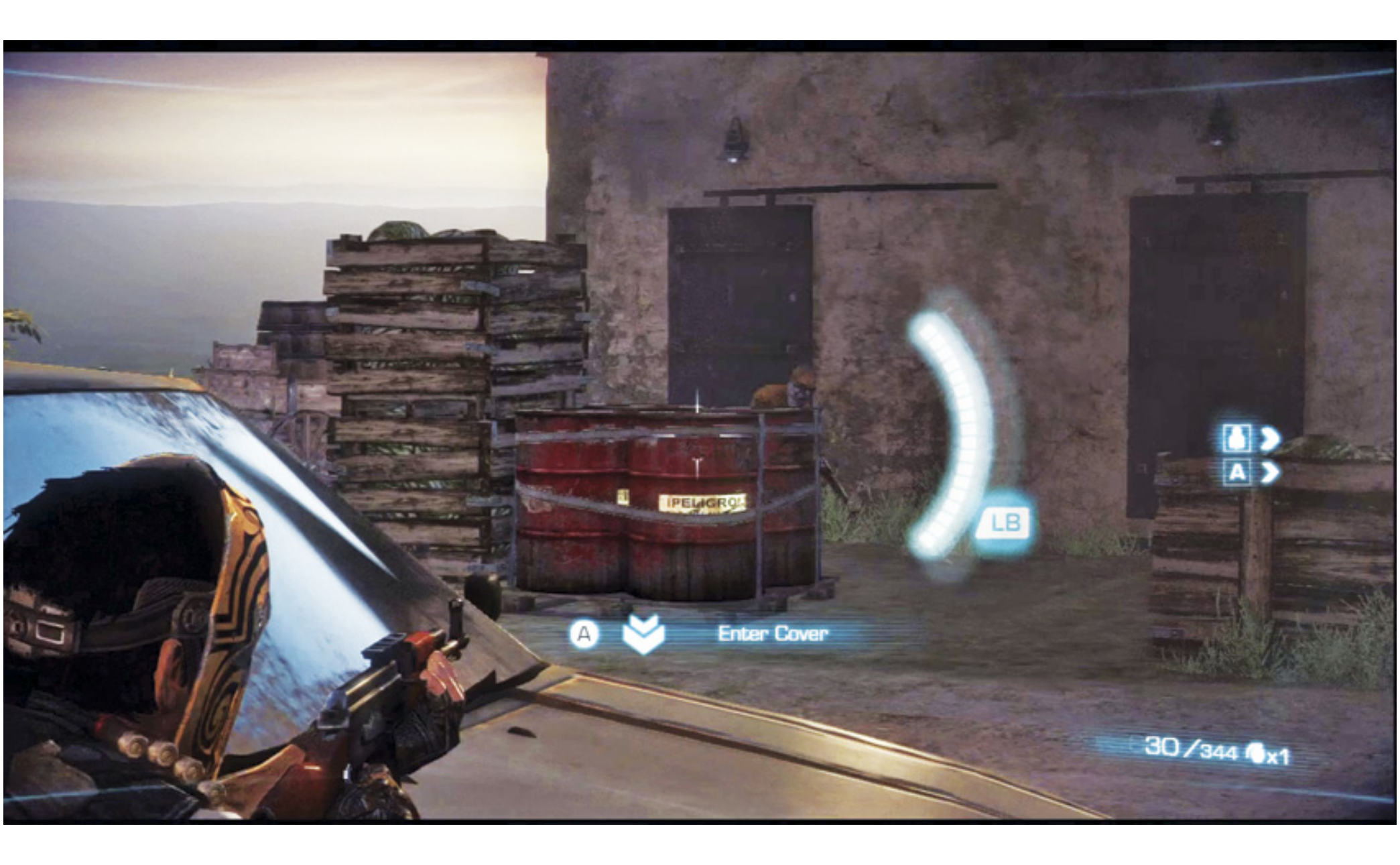


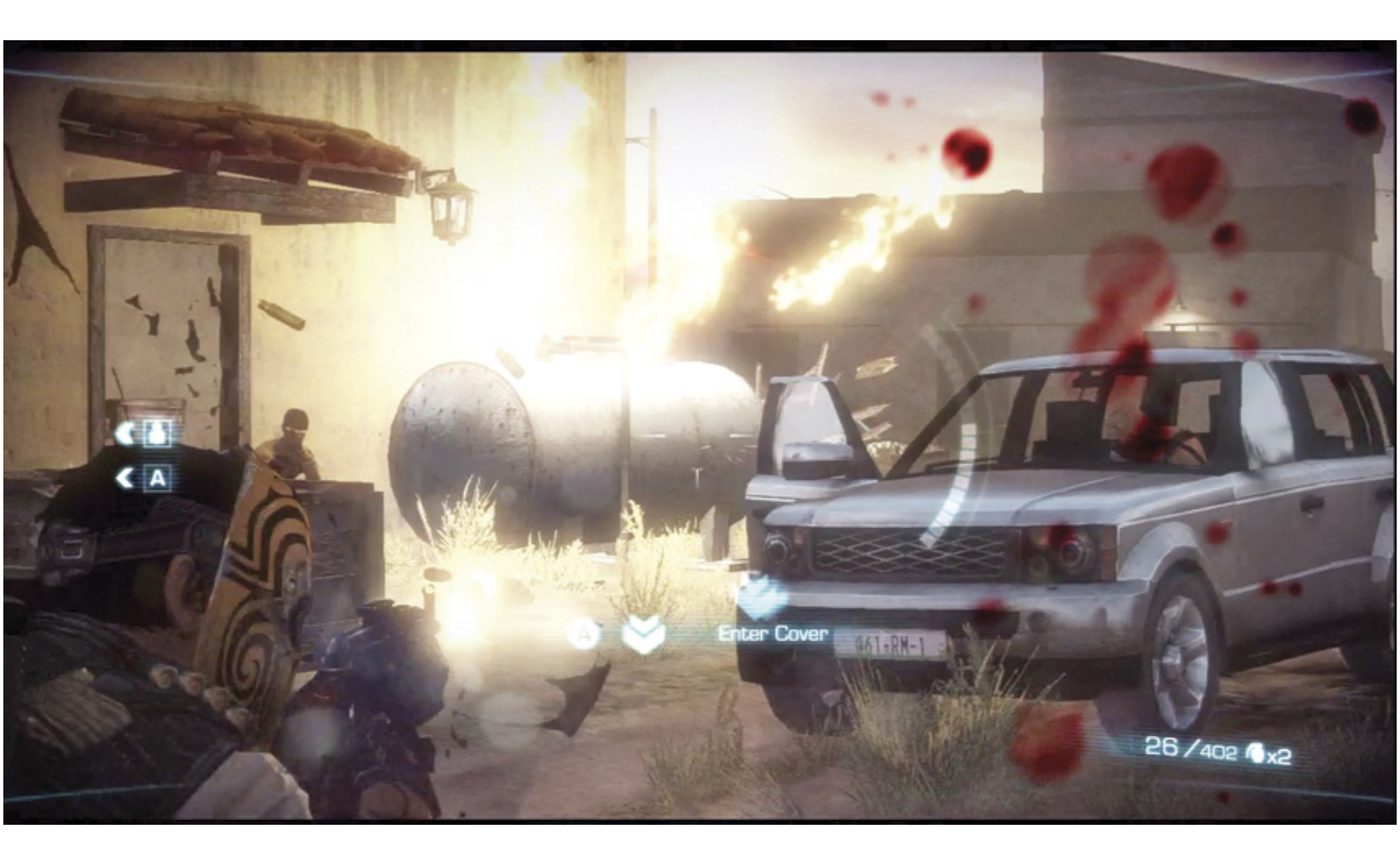


3 You reunite with Rios and Salem as they engage in a pitched firefight with more cartel thugs. These poor guys have their backs turned to you while they fight the other operators, giving you a chance for some flanking bonuses. Watch out for the guys using the pillars of nearby structures for cover 4 .

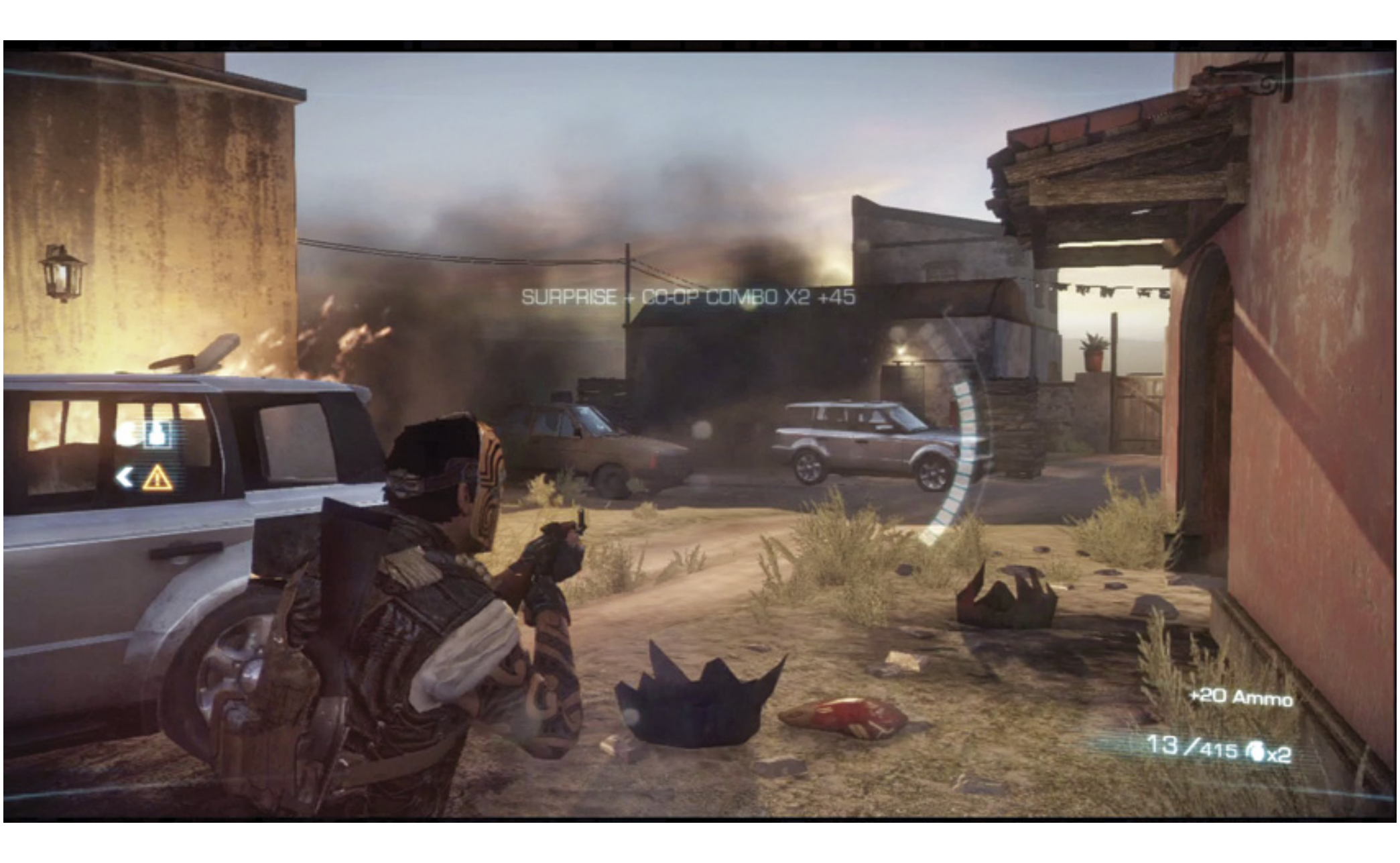
Caution

Watch out for explosive material (red barrels, gas tanks, and parked vehicles) from here onwards. The first thugs you flank here are using a truck for cover. You can use it for the same purpose, as long as it hasn't caught on fire.

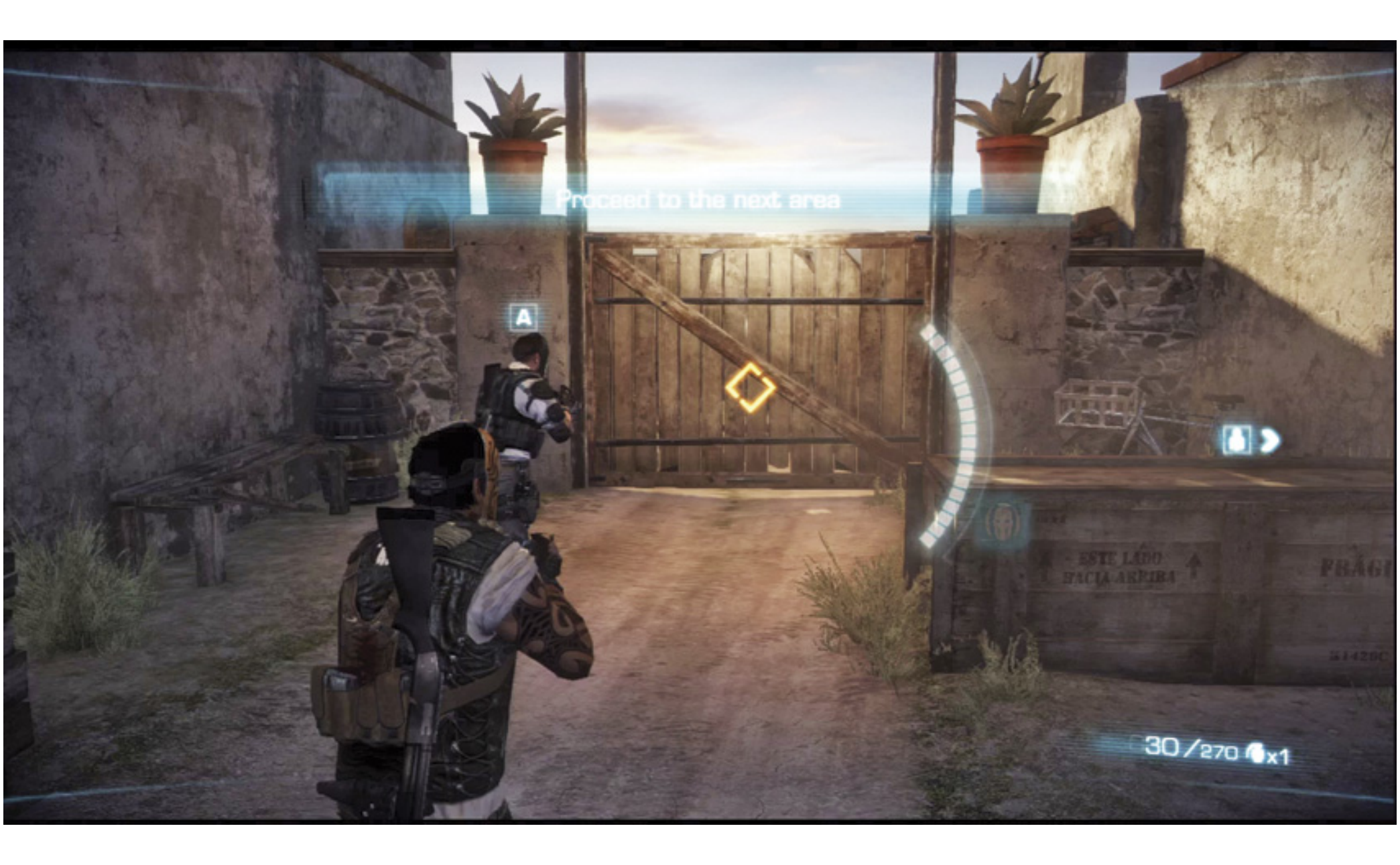




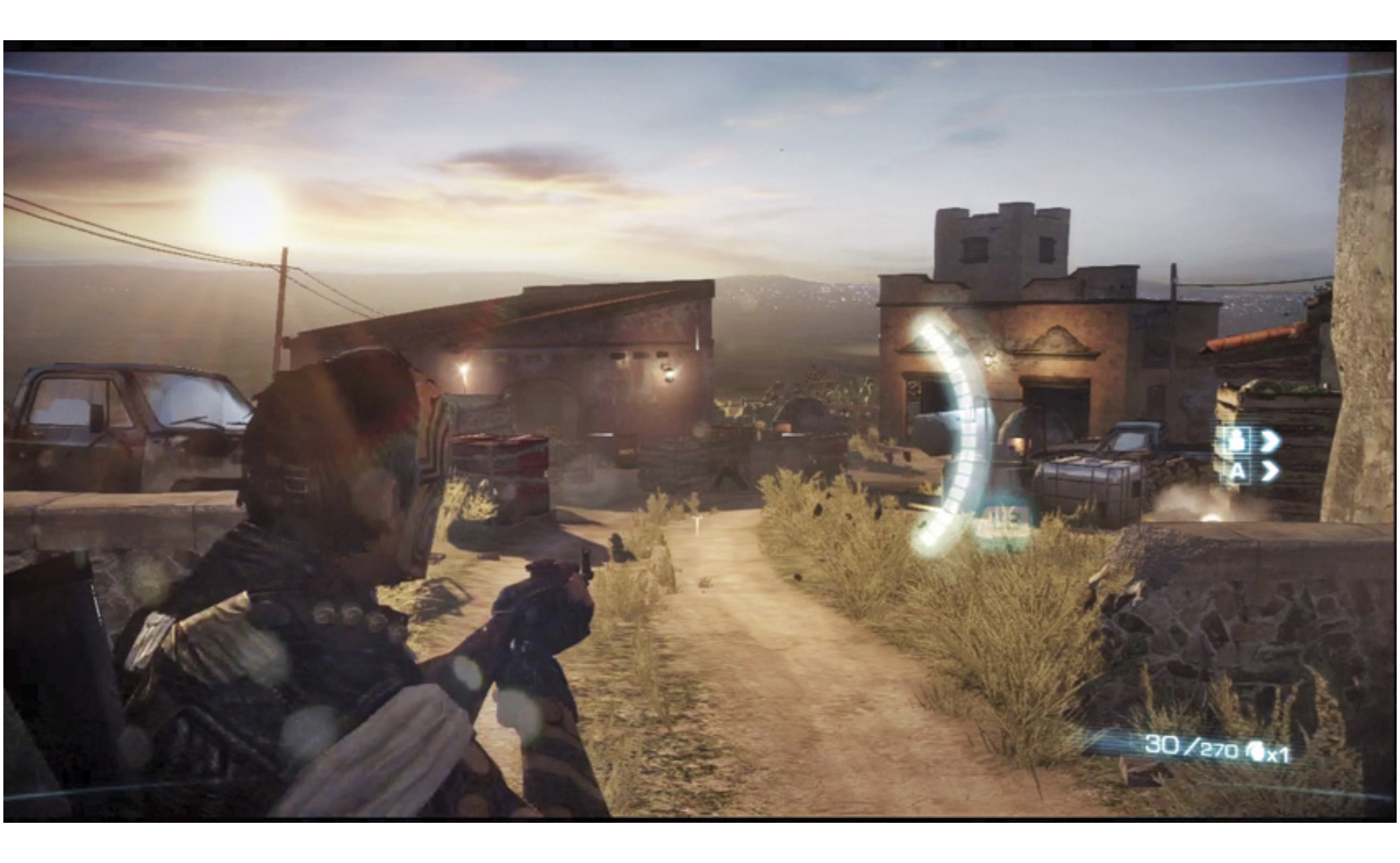
5 A little farther ahead from the first group you surprise, an SUV pulls up with more hostiles. More cartel members advance from another vehicle parked a short distance away. The first SUV parks near a large propane tank, so be sure to use that against the enemy, if possible.

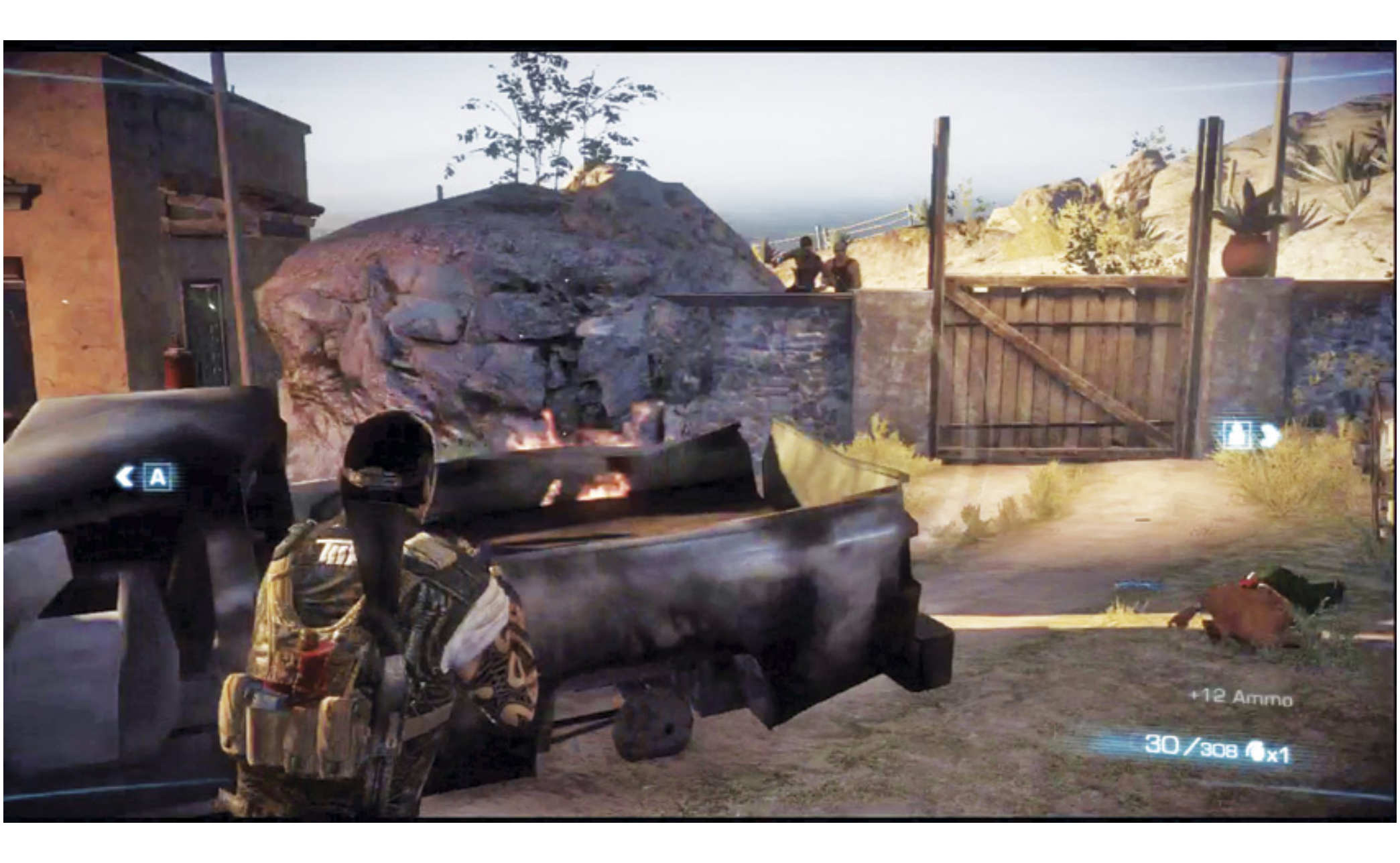


6 The area by the second SUV branches off to the left and right. From the left, another gaggle of thugs come running down the dirt road. The buildings in the area have many potential nooks and crannies for enemies to hide in, so be careful about standing out in the open.



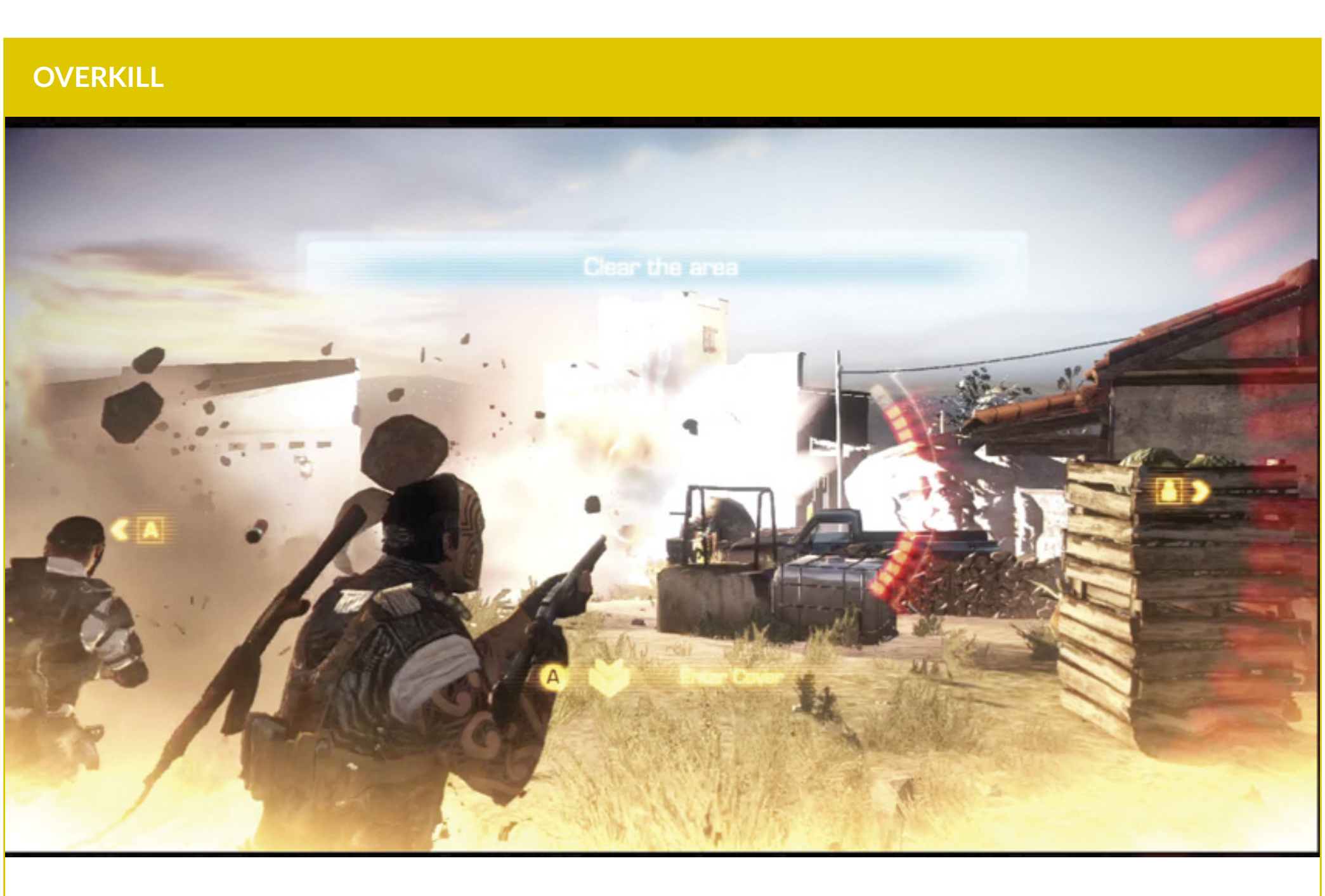
With the area clear, the group gathers up to discuss the next step of the job. Once again, Rios and Salem split off from Alpha and Bravo to search for their target in one part of the compound. Make your way through the HUD-indicated door 7 to proceed with the mission.





8 The area beyond the gate is another dirt road with lots of cover strewn about. Explosive barrels are mixed in among the 'safe' cover. Several buildings flank this area, providing your enemies with ample cover and possible flanking routes. After the first set of hostiles gets taken down, a second wave from the far building will try to avenge them 9 . You'll exit through the wooden gate once the area is clear.

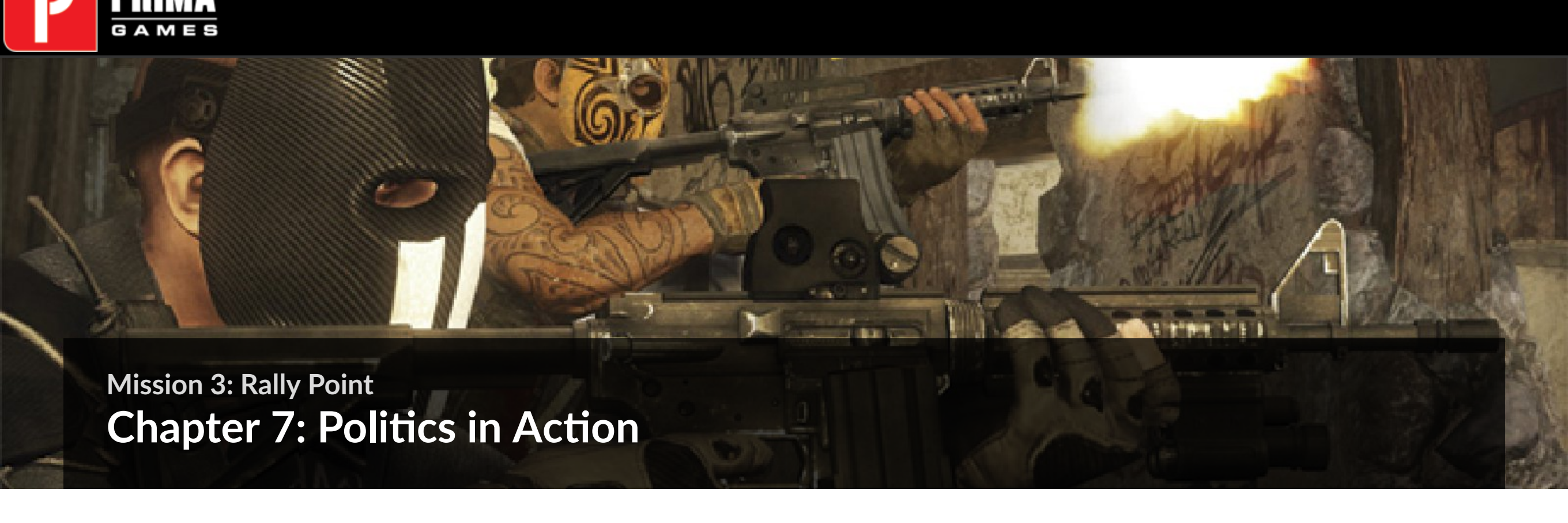
OVERKILL



If you've been working well with your partner, you may actually have enough Overkill meter built up for this, and this area presents the perfect opportunity to let loose. Just about every piece of cover that isn't actually a building can be annihilated here. Just wait for your enemies to reveal their general locations before activating Overkill.

Suggested Armament

Now that you have some cash under your belt, you might feel inclined to start upgrading your initial equipment. It might be best to start saving your money until you have unlocked more guns for purchase. In particular, the ASG Combat Shotgun is one of the best secondary weapons in the game: it's accurate (for a shotgun), fires as fast as you can pull the trigger, and has a truckload of stopping power. Most close encounters will end decisively in your favor with this weapon, and it is beastly in Overkill mode.



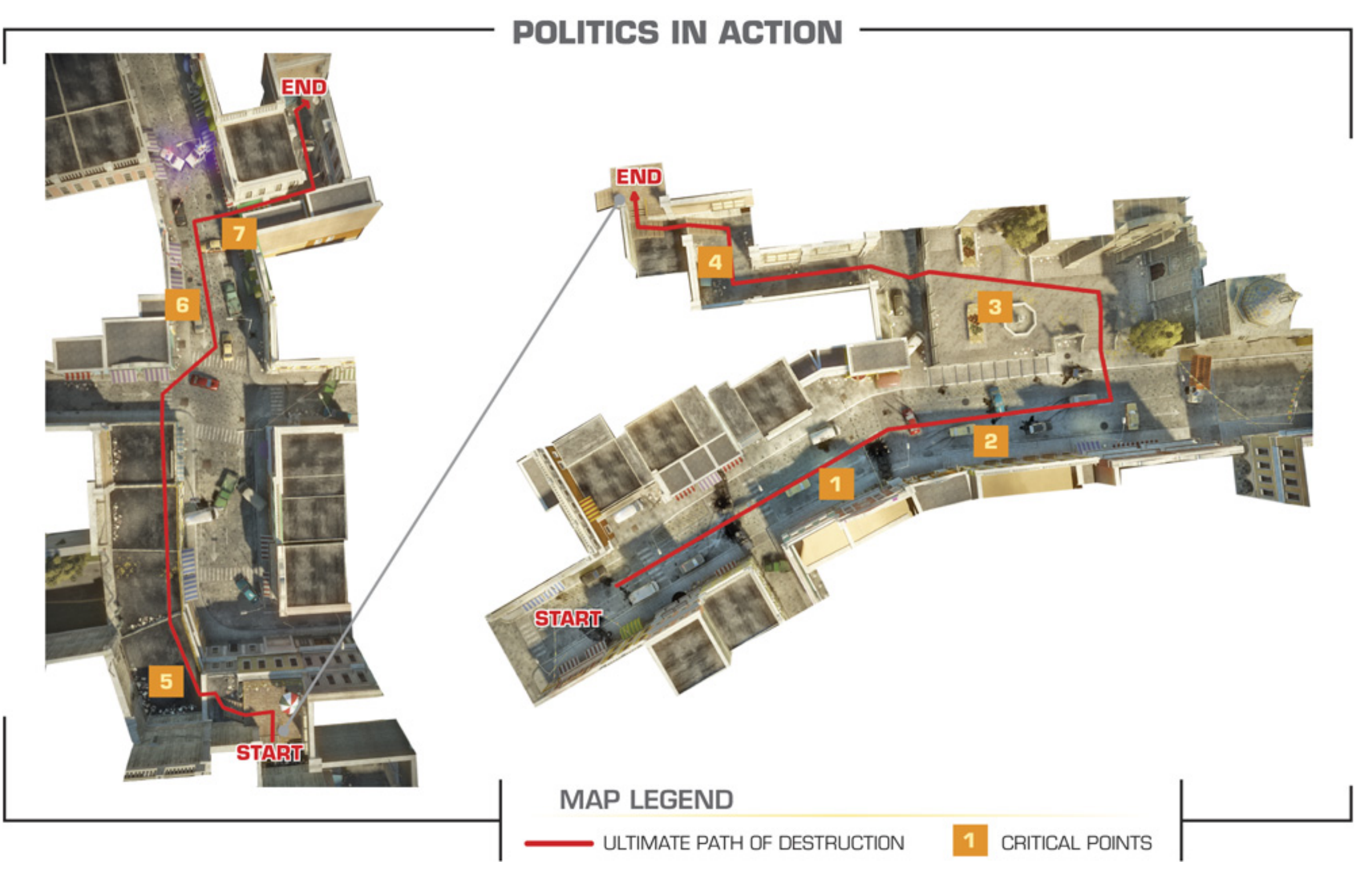
Mission 3: Rally Point

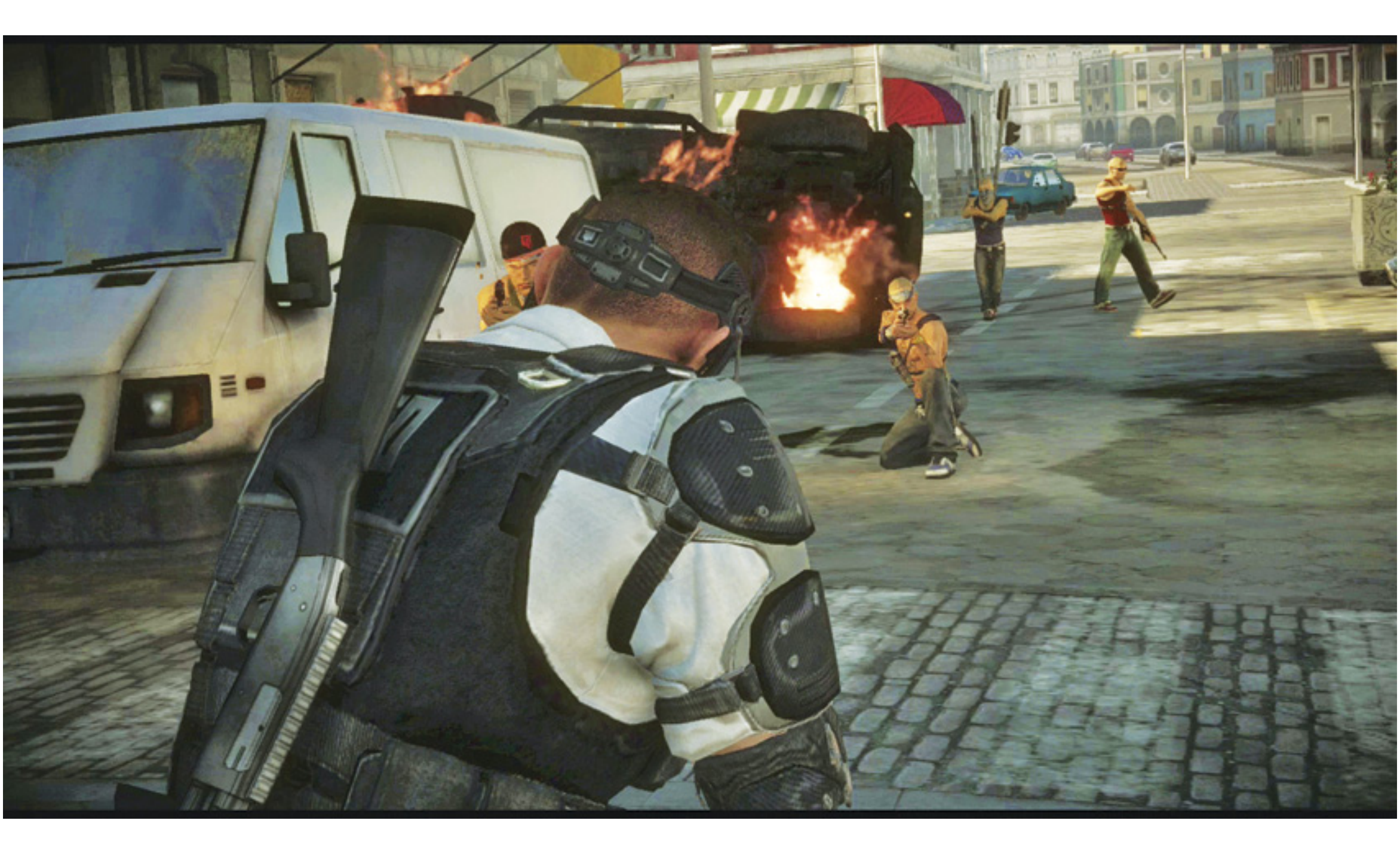
Chapter 7: Politics in Action

CORDOVA
CAMBIO Y PROGRESO PARA TODOS
ARMY OF TWO

Flashing forward five years to the present, Alpha and Bravo witness the brutal ambush on Mayor Cordova's security convoy, only barely managing to survive themselves. La Guadaña has commenced a full scale attack on the city of La Puerta in hopes of eliminating the mayor, and even the local police are finding themselves overwhelmed. With the mayor now missing, Alpha and Bravo must fight their way through waves of cartel forces, locate Cordova, and rendezvous with any surviving T.W.O. mercenaries in the city.

Chapter 7: Politics in Action





We return to the present day as the cartel begins its surprise attack. You start facing down a gang of thugs as they rush you from the direction the convoy had traveled from. After you take them down, another group attacks from the opposite direction, climbing atop overturned vehicles to get firing angles on you. Shortly after this, a third group tries to attack from the rooftops, bringing RPGs to bear. Work quickly, as there is sparse cover available initially, and the nearby vehicles that can be used for cover will likely explode from incoming fire, causing heavy damage if not killing you outright. As a rule, when the RPG users show up, put them down first and fast, because you'll have no time to react if they get a shot off at this range.

1 A short distance from where you start, another T.W.O. survivor, Amp, is making a stand on the right side of the street as more cartel thugs close in. Take out the enemies near him and he will rejoin you next to a wrecked T.W.O vehicle, assisting in your push down the street. You need to reach a stairway on the left 2 , but more thugs on the street will block your path.

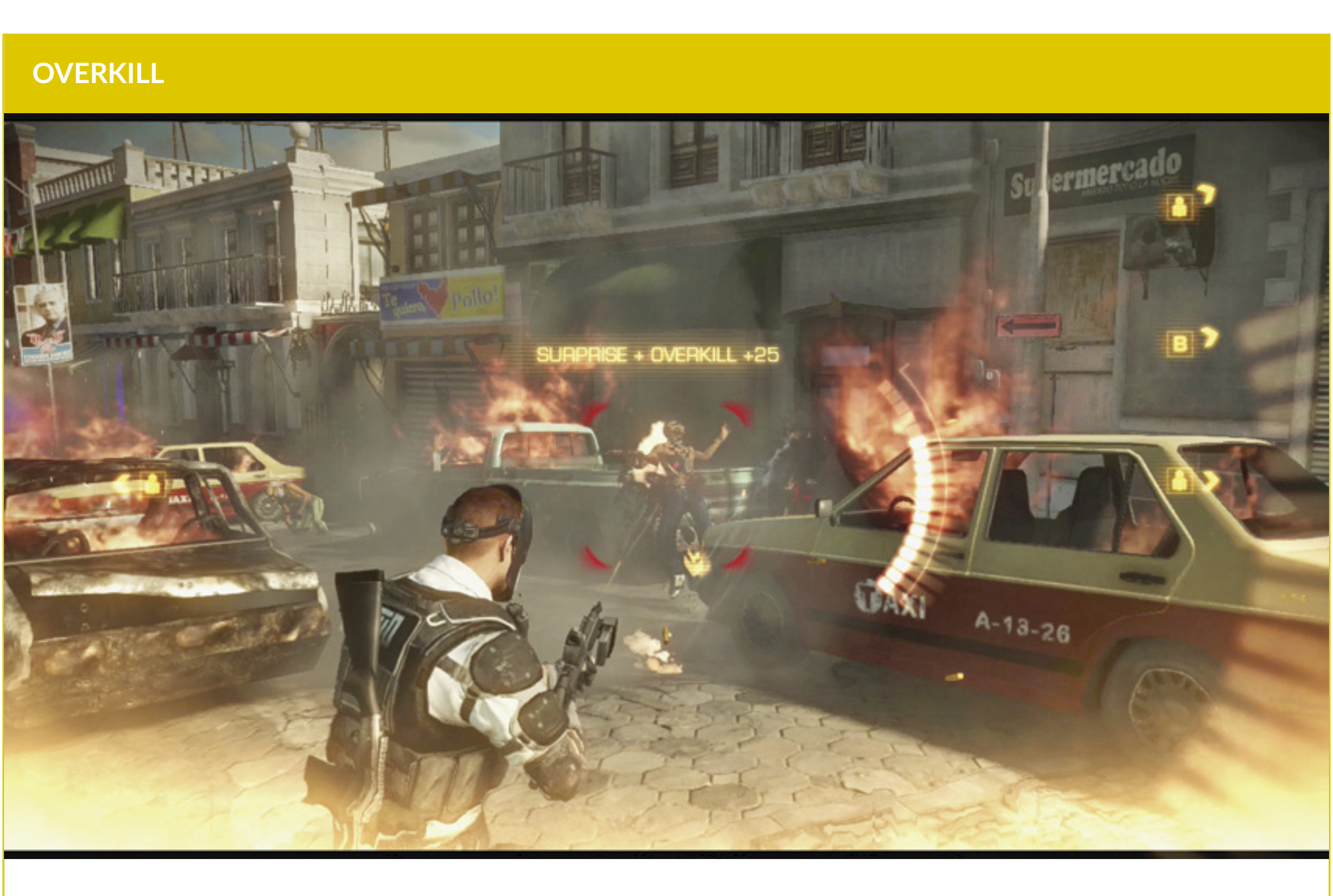
Caution

This may sound obvious, but be careful when traveling down any street or alleyway which contains many abandoned vehicles. If you see flames coming from a vehicle, it's only seconds or a few stray rounds away from exploding. This can be useful against the enemy, but it can also be used against you.

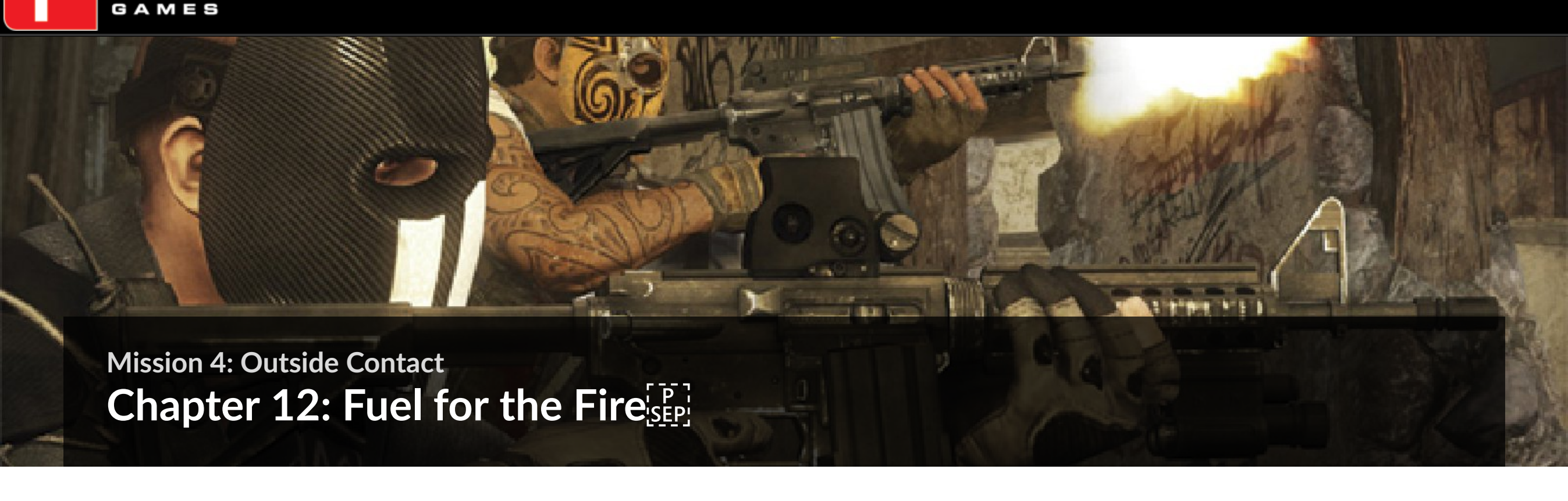
3 Another cartel ambush lies in wait to your immediate left as you climb up the stairs. Use the planters for cover and cut these guys down before proceeding across the plaza to drop down into a back alley 4 . You'll find a set of stairs that will take you to the rooftops.

5 From the rooftops, you can get a good look at the drama unfolding in the streets below. Local police units have engaged the cartel to assist civilians trying to escape the warzone. You can elect to snipe from the rooftops to thin out the enemy, but this early in your T.W.O. career you most likely do not have a proper sniping implement. Either way, you need to get back down to street level 6 and eliminate the cartel forces, once again taking care around any abandoned vehicles. Once you manage this, duck into an alley on the right-hand side of the street 7 to complete the chapter.

OVERKILL



If you've been synching well with your partner, it's likely that you have filled your Overkill meter during the earliest parts of the chapter. Activating Overkill mode during this chapter's final firefight is a safe way to rack up some extra points. However, saving your Overkill for the next chapter can offer you an additional solution to a small problem at the start of the next chapter.



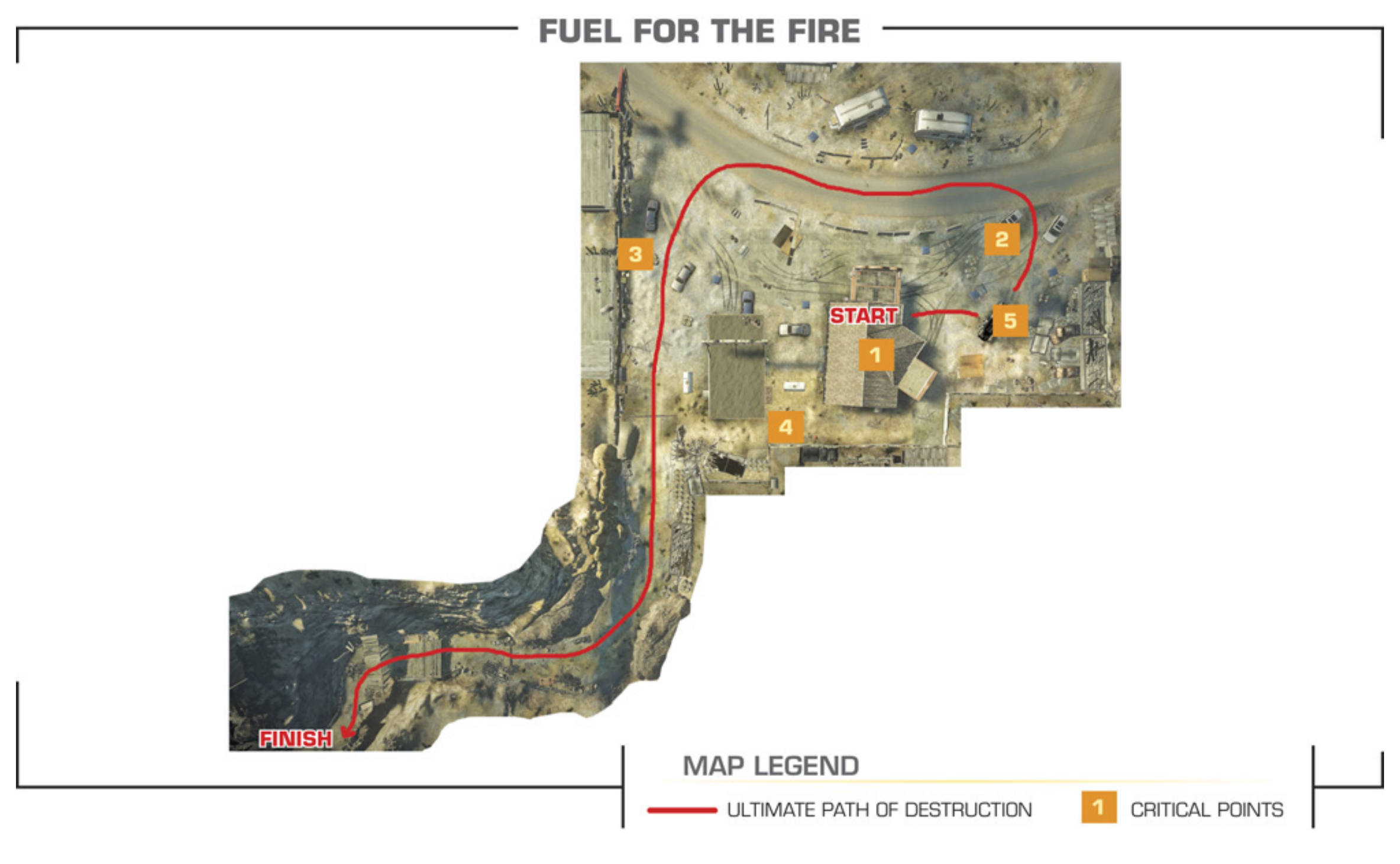
Mission 4: Outside Contact

Chapter 12: Fuel for the Fire

Thanks to Mason's efforts, Alpha and Bravo have managed to survive the ambush at La Puerta City Hall, and are now en route to a location designated by an outside contact. It's suspicious as hell, but the T.W.O. mercenaries have no other options. If they want to survive La Guadaña's wrath, they need to find a way to launch a counter-attack.

Also, it couldn't hurt to save Mayor Cordova. It probably wouldn't look too good on the company resume if: not only did the person who hired you get killed by the people he wanted protection from, but the ensuing firefight also shredded half of his city.

Chapter 12: Fuel for the Fire



Your brief roadtrip comes to a violent halt as a massive cargo truck T-bones your vehicle. Alpha and Bravo manage to survive, both thrown free from the wreck, but a number of thug-filled cartel SUVs pull up. The two mercenaries take cover inside a seemingly abandoned gas station when the action begins.

1 You start off in a relatively good position, which can help you take on the first groups of hostiles from the SUVs. After the first group is eliminated, more vehicles pull up directly in front of the station **2** with hostile reinforcements. Don't get too attached to the station building itself, and be ready for cartel members to lob grenades inside in an attempt to flush you out.

Caution

Scattered through the area are a great many things that can cause powerful explosions. You start off next to one of the more spectacular potential blasts: the gas pumps. You do not want to be in the front of the gas station if the pumps take damage; the aftermath is definitely a show stopper.

3 After the initial thugs from the SUVs get laid out, more hostiles attack from the motel further down the road. The enemies use abandoned cars for cover as they advance towards the station itself.

4 A final wave of cartel thugs hop over the brick wall behind the gas station itself. Their primary point of entry happens to put them near a large propane tank. You know what to do by now. After defeating all three waves of thugs, run back over to your overturned transport to check on Mason.

OVERKILL

If you manage to set up a Double Overkill, you can put a swift end to this chapter in literally a couple of minutes—especially once you know where the enemy is attacking from. We recommend using the initial firefight to build up your Overkill meter, and then letting loose when Alpha and Bravo call out the hostiles coming from the motel. Considering the sheer number of explosive barrels, propane tanks, and abandoned vehicles, you can leave the entire station a burning wreck.

5 You reach the T.W.O. vehicle to find that Mason has died from his injuries in the wreck, a tragic and compelling case advocating the need for seatbelts, airbags, and not picking fights with drug cartels. The radio in the vehicle is receiving a desperate plea from a woman named Fiona. She has a plan which will hopefully get you out of the area alive.

Suggested Armament

You may want to hit the armory right after this chapter. The big set piece battle in the next chapter is a convincing argument for bringing a sniper rifle with you if at all possible. Failing that, slapping an ACOG scope on the assault rifle of your choice can be a solid alternative. If you're playing alone, Bravo can manage to draw aggro when ordered to. With two players, at least one of you will want to take a weapon with high aggro levels.

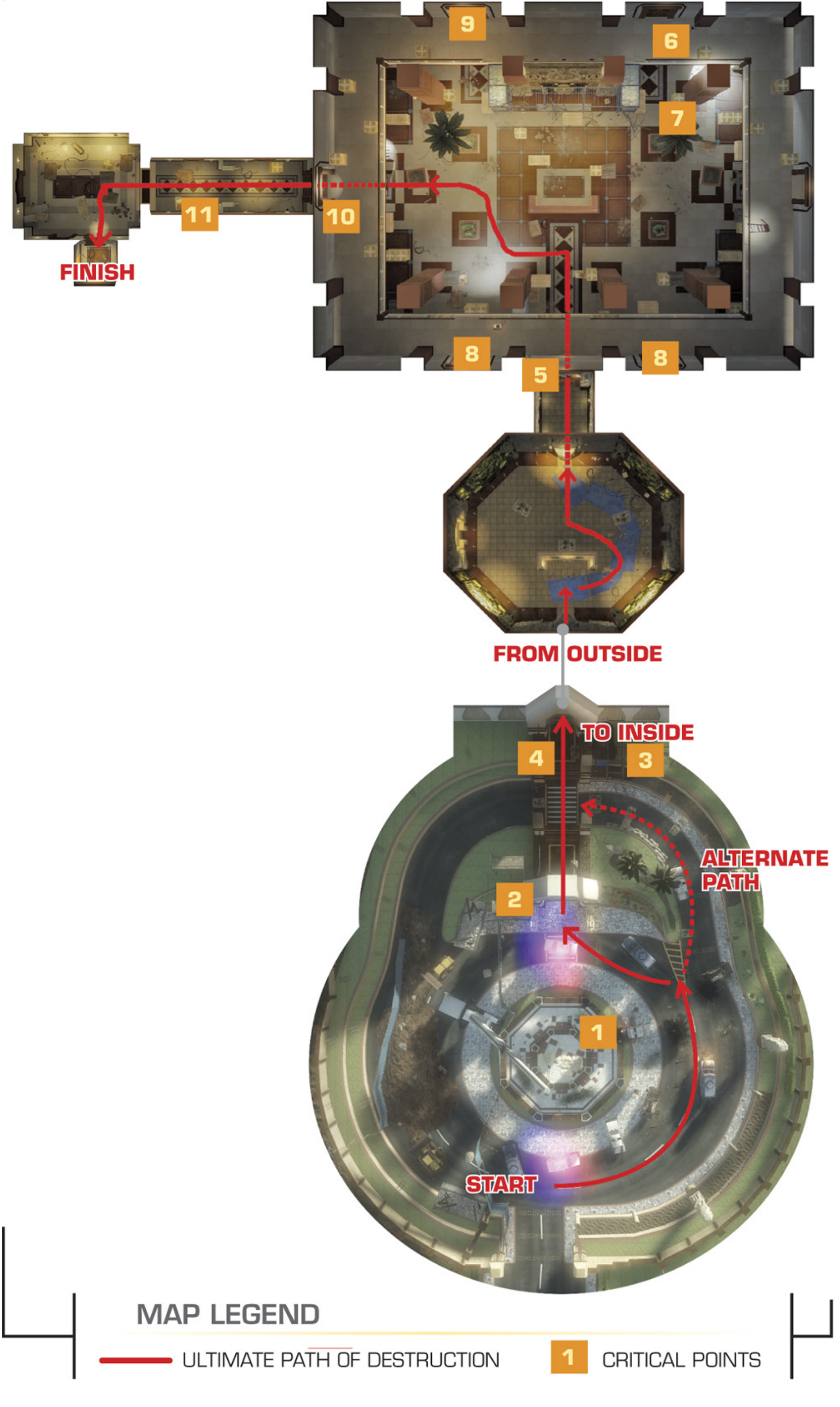
Mission 5: Last Resort

Chapter 17: Holiday Retreat

Fiona has joined Alpha and Bravo as they move in on a resort located along the outskirts of La Puerta. Mayor Cordova's guard detail, consisting of P.I. and Castle, have been located at the resort via GPS, and all living T.W.O. operatives are converging on that location. If Alpha and Bravo are fortunate, Fiona's pessimism about the plan will prove to be totally unfounded.

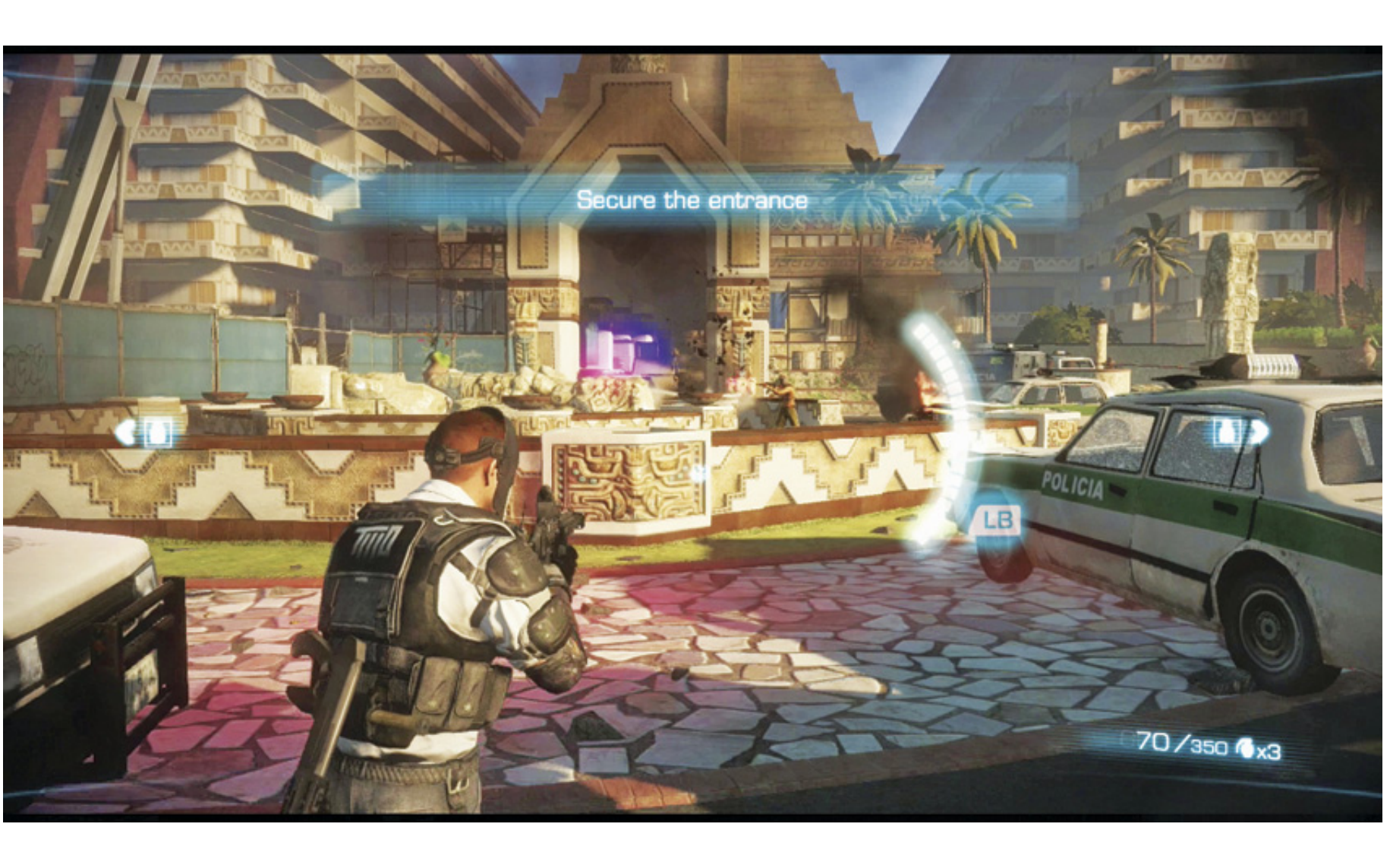
Chapter 17: Holiday Retreat

HOLIDAY RETREAT



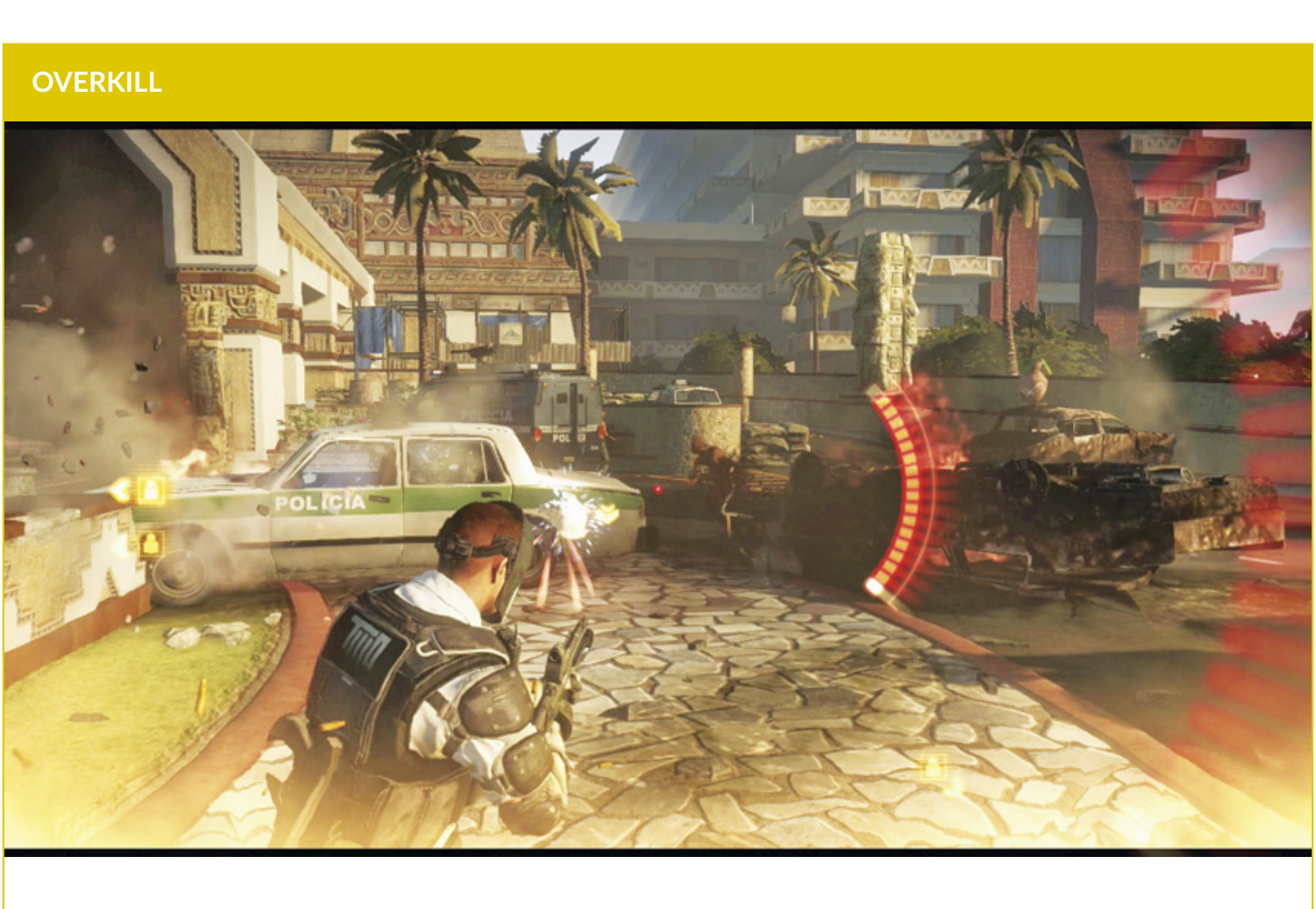
Suggested Armament

By now you should have more than enough cash and rank to properly kit a preferred weapon of choice. However, for sheer efficiency, an RPD with extended magazines or a BR-19 with a drum magazine are tough to beat. Hard-hitting and accurate in their respective weapon classes, these make great standard weapons for any loadout.



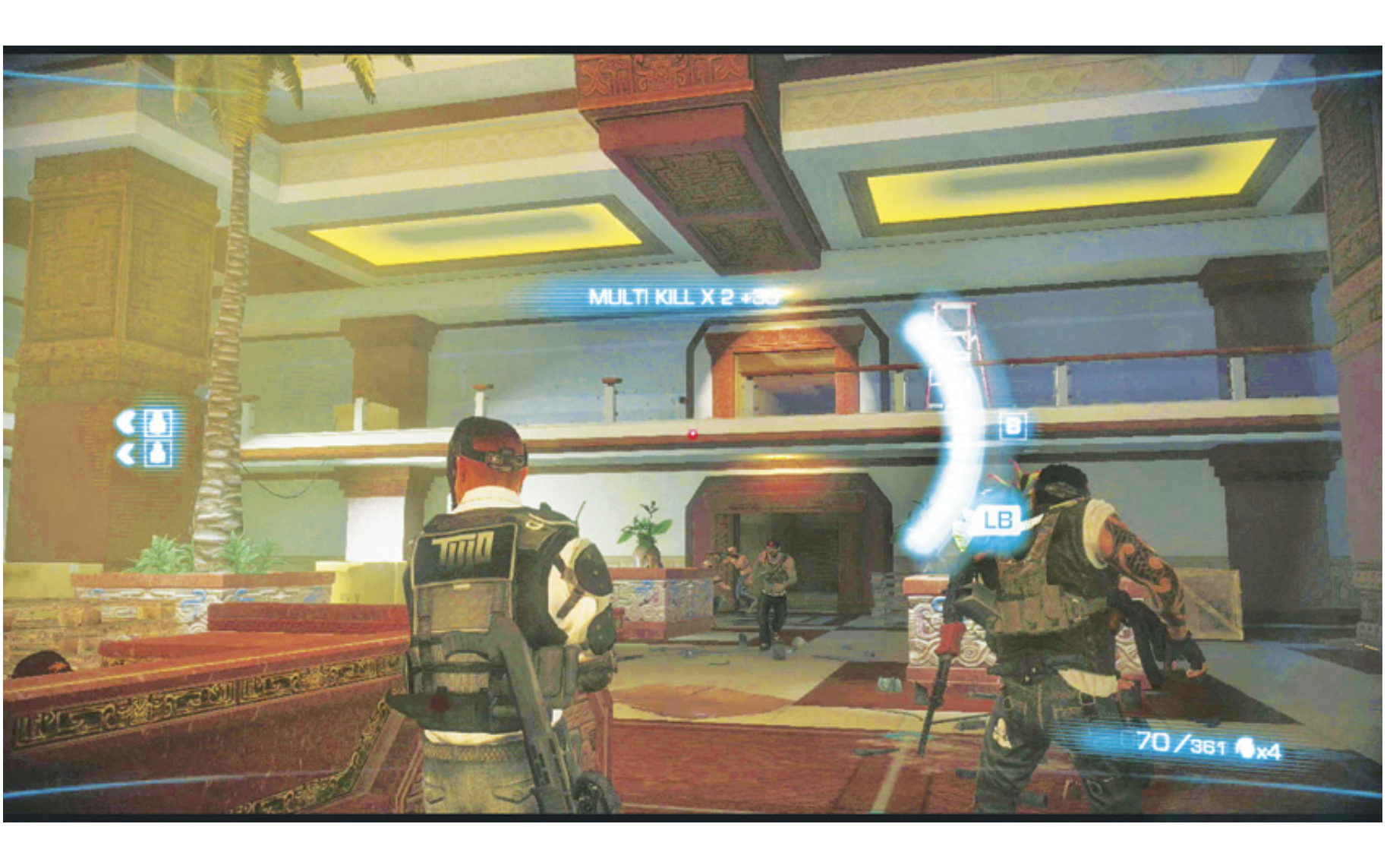
After Pike and Bradley add new orfices to cartel heads, it's time to get back to work. The fountain directly in front of your starting position 1 contains some cartel thugs to contend with. To the left of the fountain, next to the stairs that take you to the hotel's lobby 2, the construction scaffolding contains an RPG shooter who will make his appearance if you advance forward. If you follow the pavement to the right of the fountain, another set of scaffolds hides more cartel members 3, including a sniper. The entrance to the hotel lobby itself is also well-defended 4 with gunmen and Stabbers.

OVERKILL

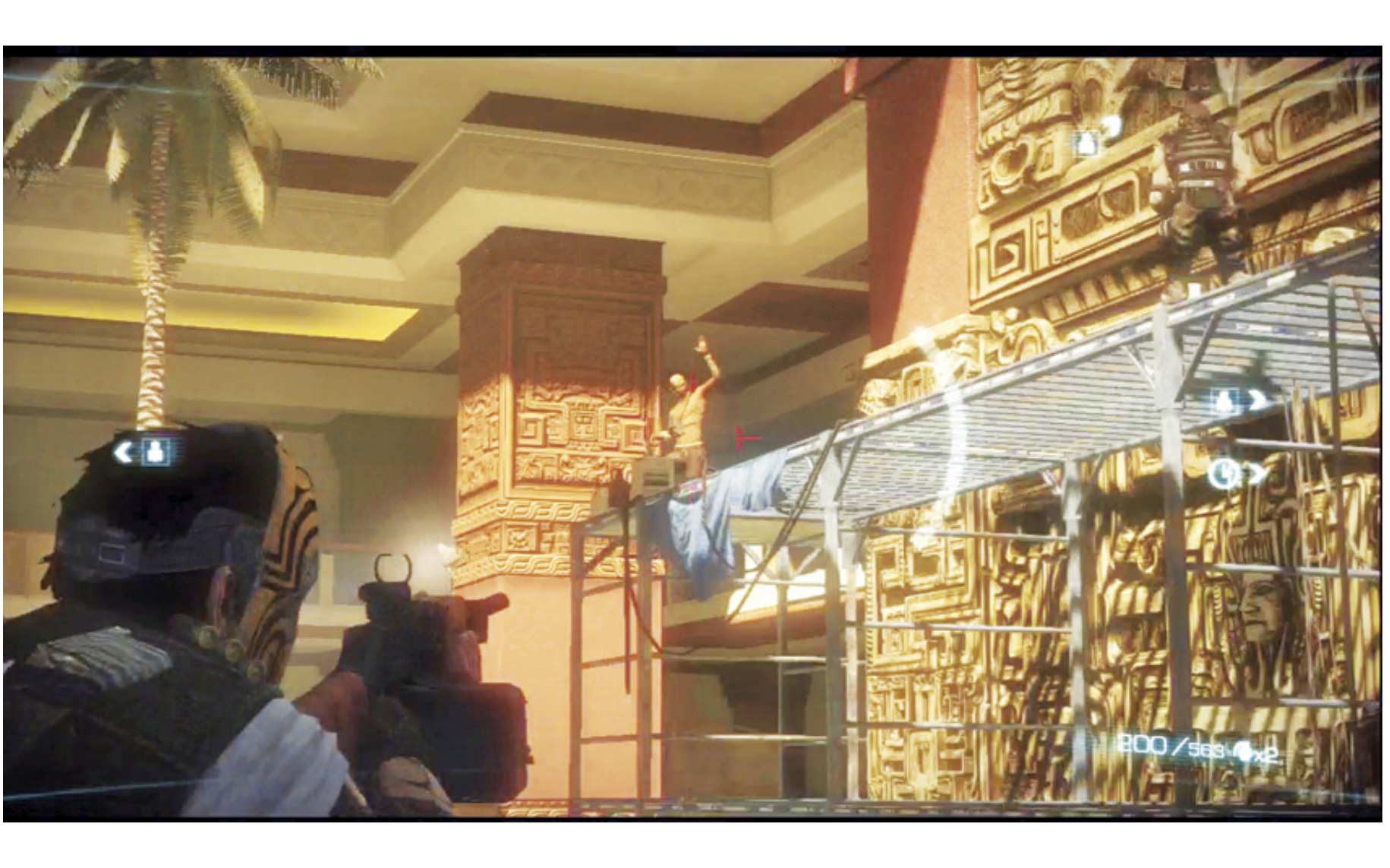


If you've managed to carry over a full Overkill gauge from the previous chapter, this opening scuffle is a perfect place to use it. If you move quickly, you can catch all of the lobby defenders before they have a chance to break out and spread out across the area in front of the hotel entrance, which can lead to significant co-op score bonuses.

With the front entrance secured, you need to push into the hotel itself to rendezvous with Pike and Bradley. You'll quickly come to a set of locked double doors 5, prompting you to execute a dual breach of the room beyond. The enemies inside are focused on your two comrades who are positioned on the second floor balcony, meaning that you can score a significant amount of points just off of flanking kills alone. If you are playing with a buddy and sweep the room from left to right, you can tack on a healthy co-op action bonus on top of the Flawless Sweep, which will almost certainly refill your Overkill meters.



From where you enter, Pike and Bradley are on the upper balcony on the right side of the room 6. They are being chased down by cartel thugs. Support them from the ground floor as best you can, but be prepared for hostile reinforcements to come at you from a ground level entrance 7 close to your allies' starting position on the balcony.

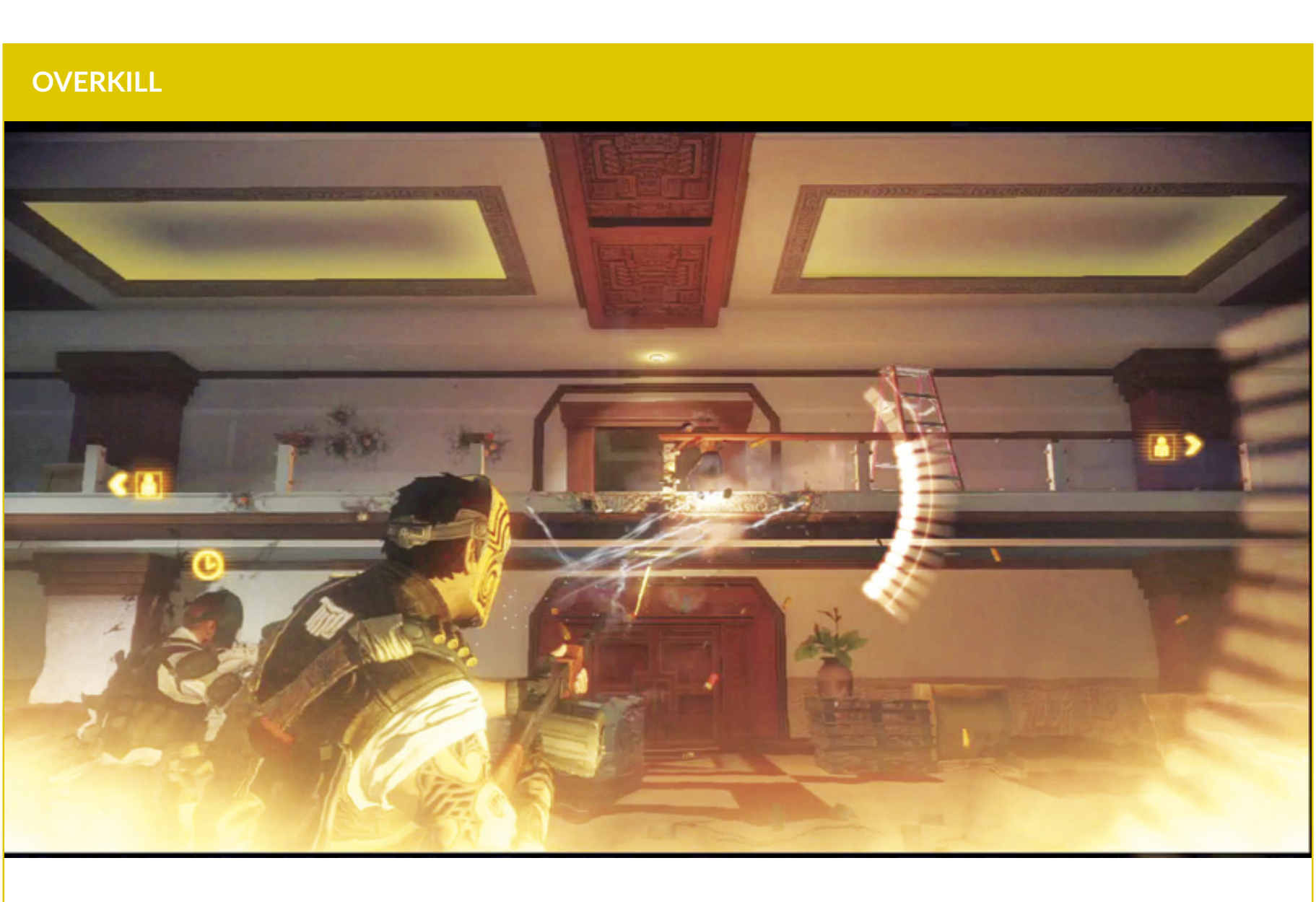


As Pike and Bradley cross the scaffolding near the large decorative statue, more cartel thugs join the fun from a balcony entrance directly across from them 8. Some of these guys are Stabbers who will try to drop down to the ground floor to take you on. More reinforcements will try to flank your allies from another entrance near the scaffolding itself 9. Eventually, one last group of cartel snipers will charge out from the door your two allies are trying to reach 10. Don't get blindsided by these guys.

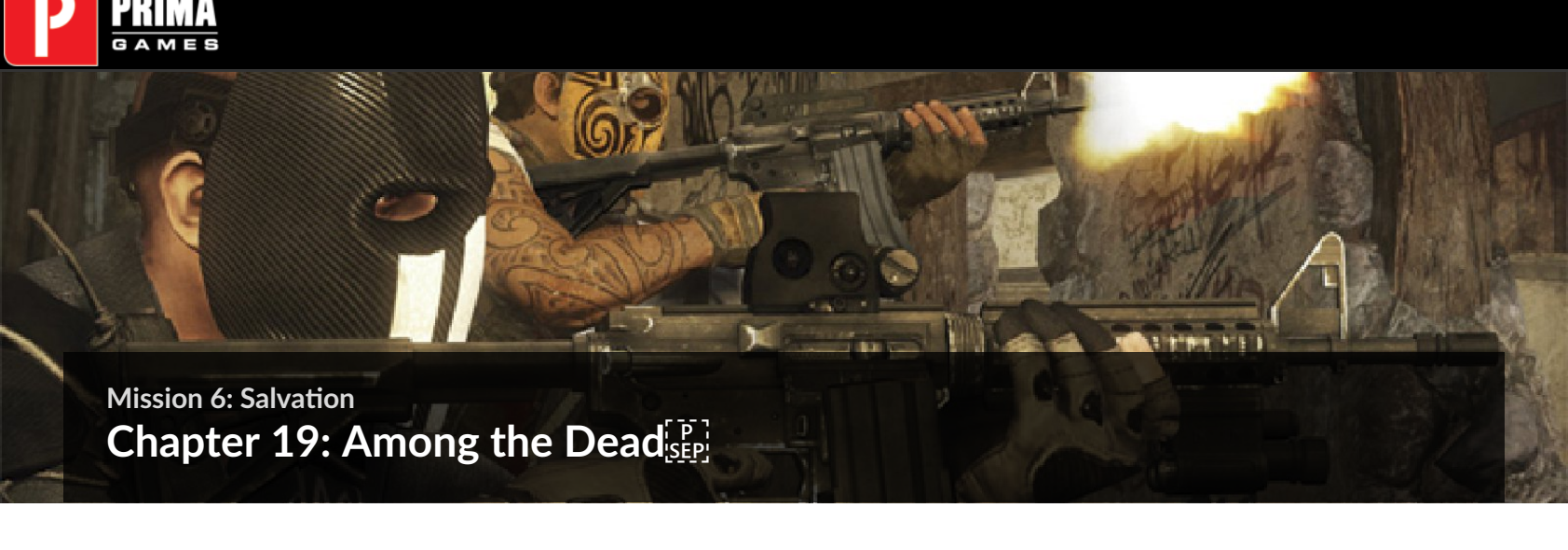
11 With the lobby clear and in ruins, the two balcony snipers push forward toward a corridor that will lead to the elevators. You need to follow them via a corridor on the ground floor. Waiting for you on the other side are more cartel troops, but these men are different. They've got tactical gear, and are better armed than your average Los Marcados member. These are proper mercenaries, capable of delivering and withstanding more punishment than the usual goons you've been tearing through. This last corridor stands between you and the elevators you need to access.

One you reach the elevators, Pike and Bradley call in that they have spotted a large contingent of cartel fleeing the hotel, and they want to split off to investigate these movements. Alpha, Bravo, and Fiona are left behind to deal with the cartel at the hotel itself, and to hopefully find P.I. and Castle.

OVERKILL



The firefight in the lobby and the final corridor leading to the elevators are perfect opportunities to score big Overkill bonuses. It actually might be more advantageous to stagger Overkills, rather than triggering a Double Overkill, specifically to keep things moving along so it doesn't cost you your time bonus at the end of the chapter.

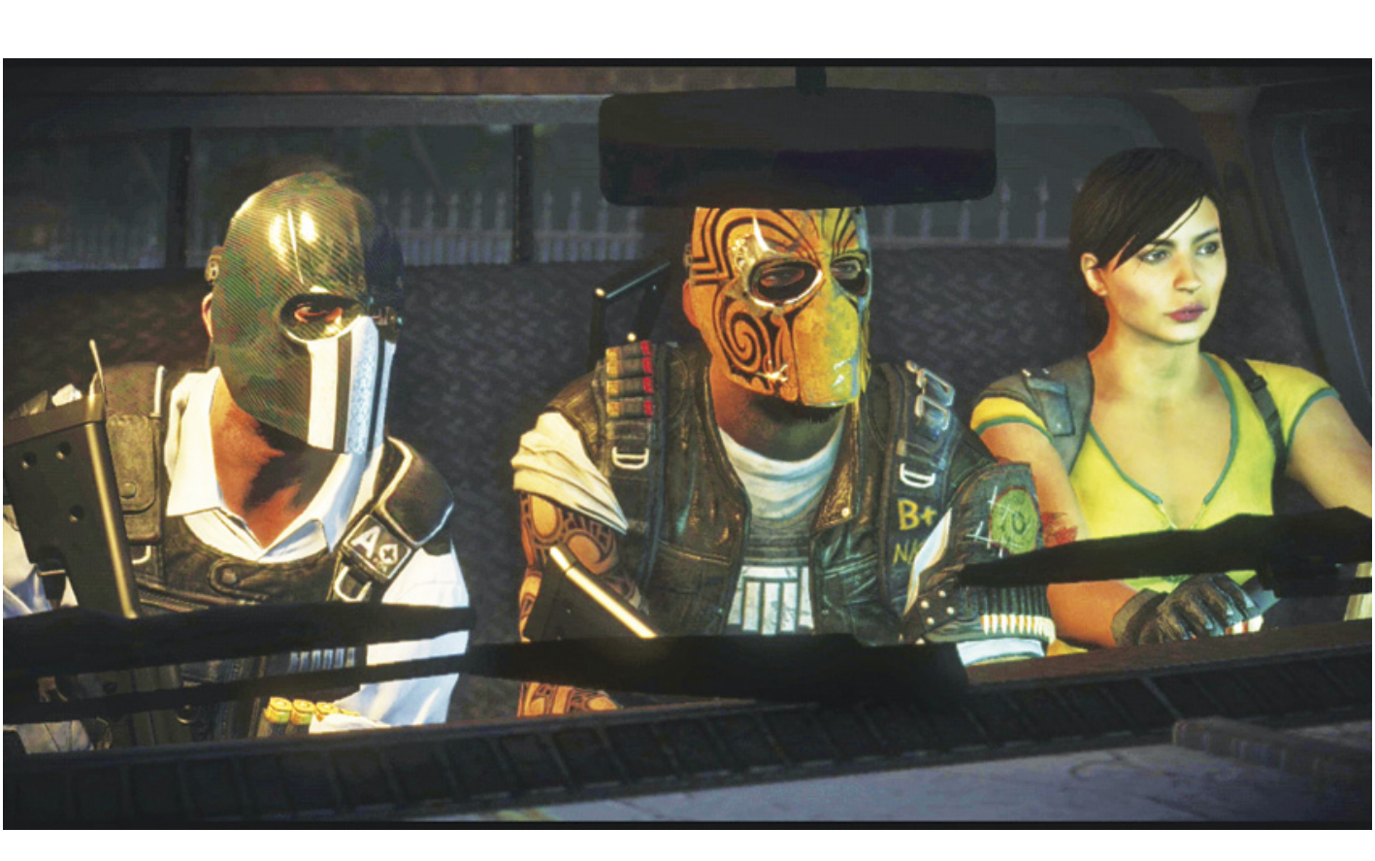


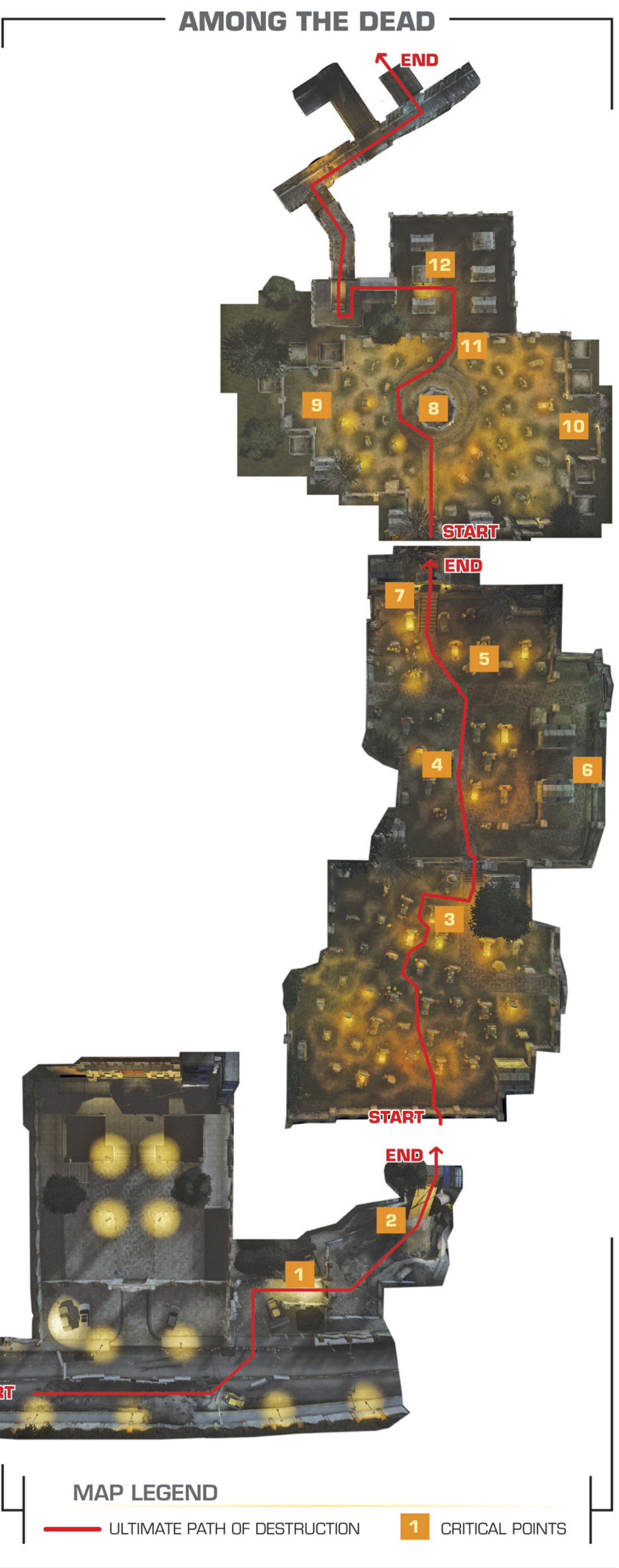
Mission 6: Salvation

Chapter 19: Among the Dead

After the disastrous rendezvous at the hotel, Alpha, Bravo, and Fiona make their way to a church that the cartel has converted into a secret base of operations. Fiona is convinced that Mayor Cordova was taken here immediately after his capture, but the trio will have to fight their way through an army of La Guadaña mercenaries in order to discover if she is right or wrong.

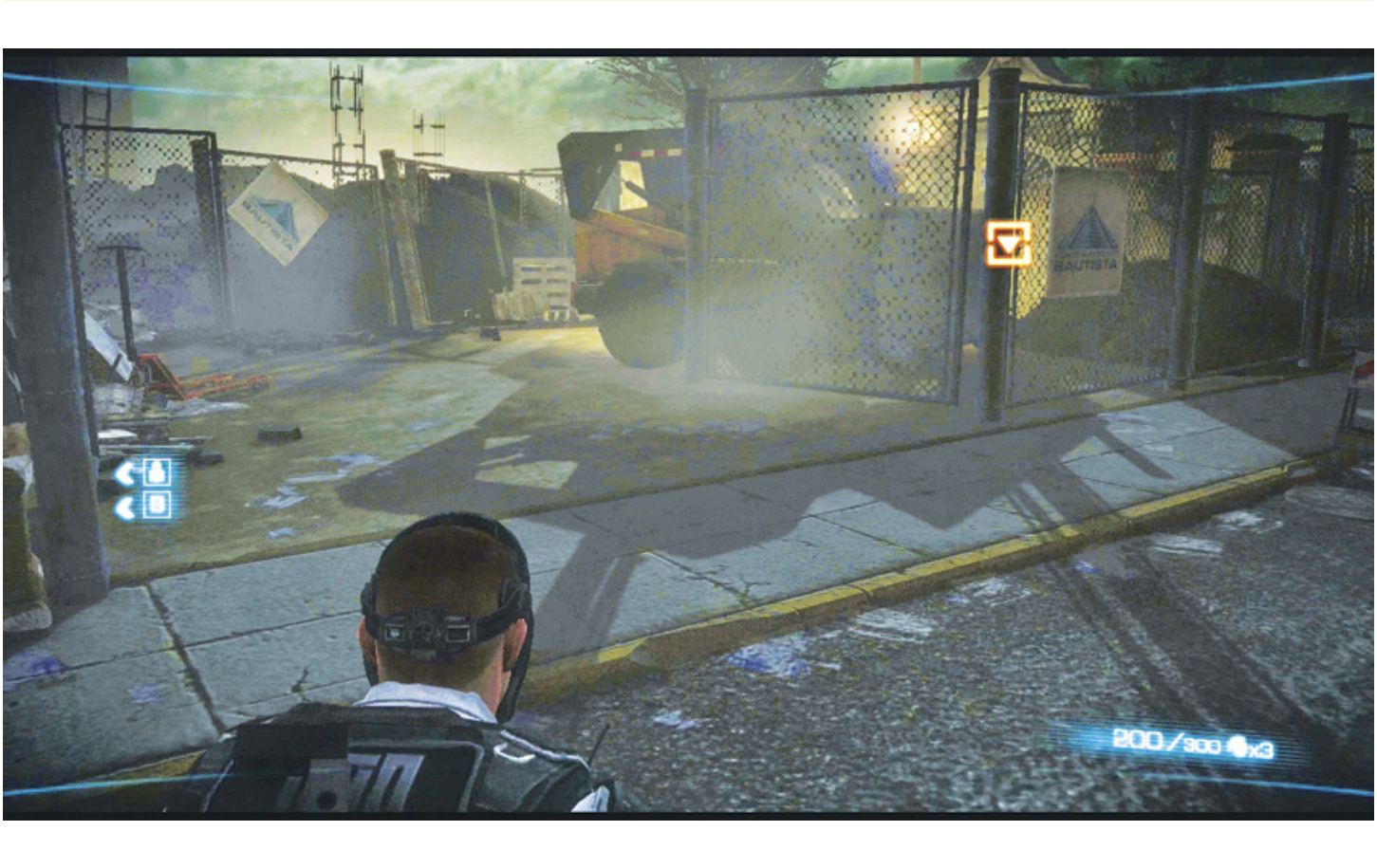
Chapter 19: Among the Dead

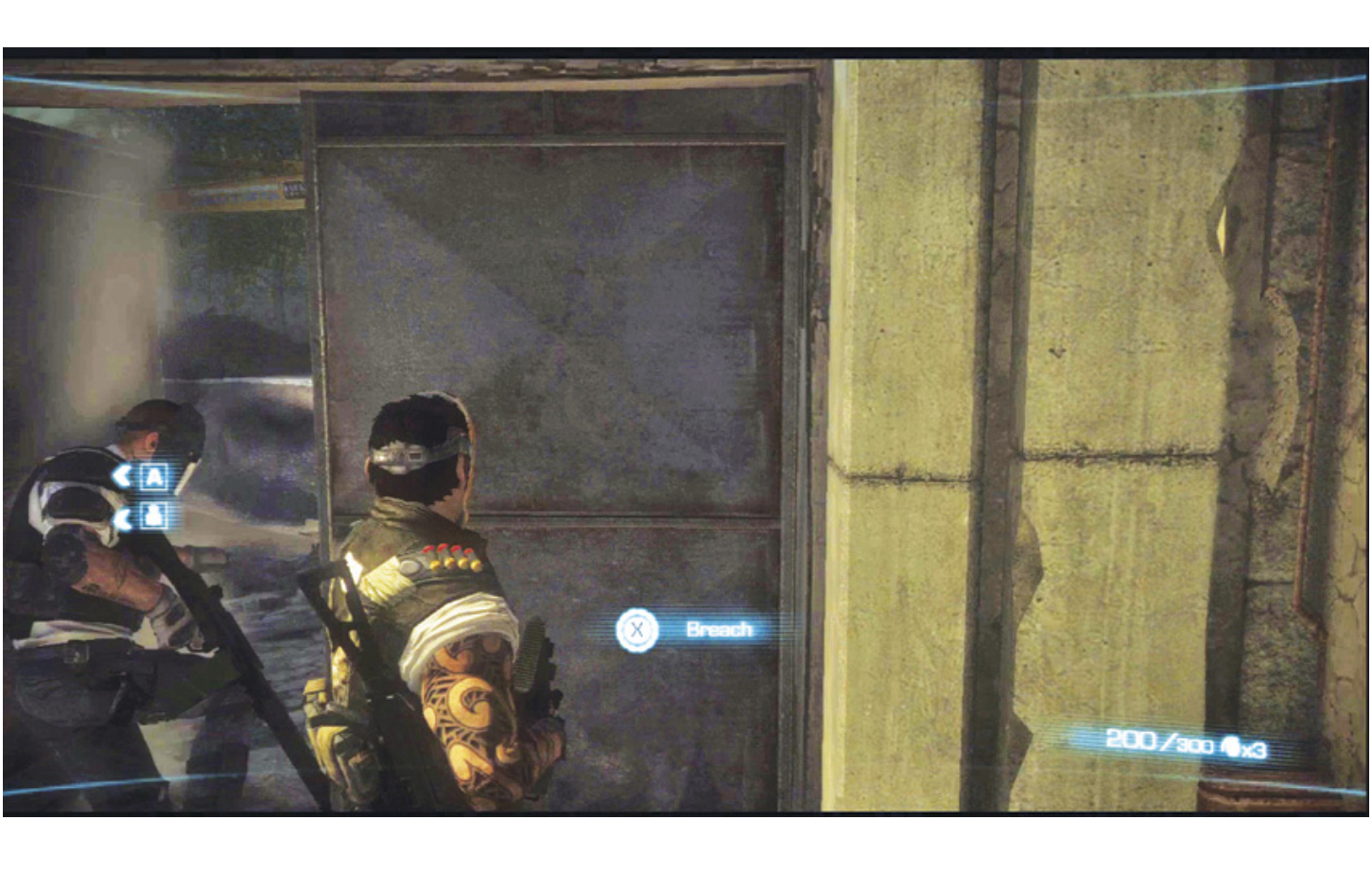




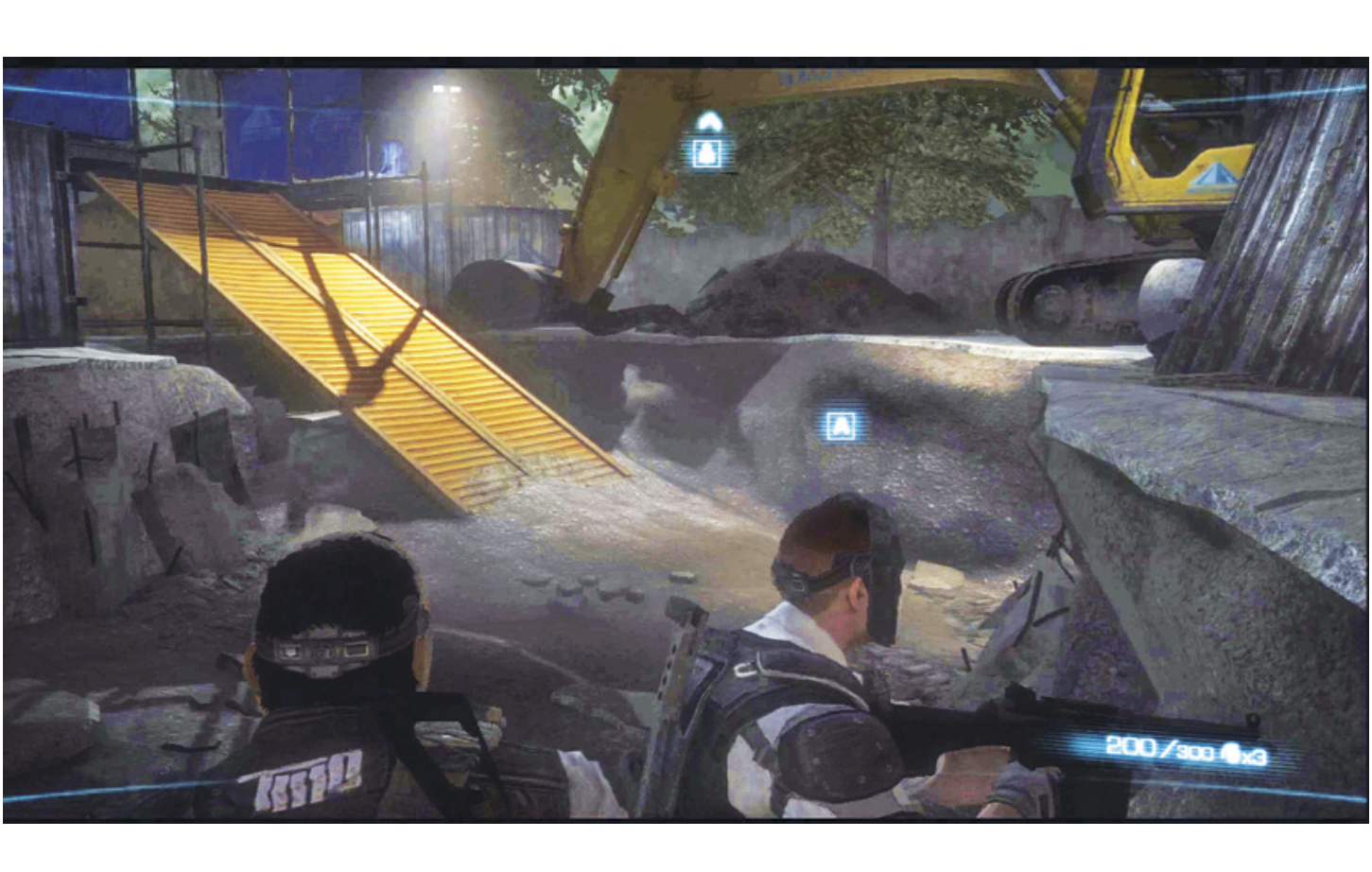
Suggested Armament

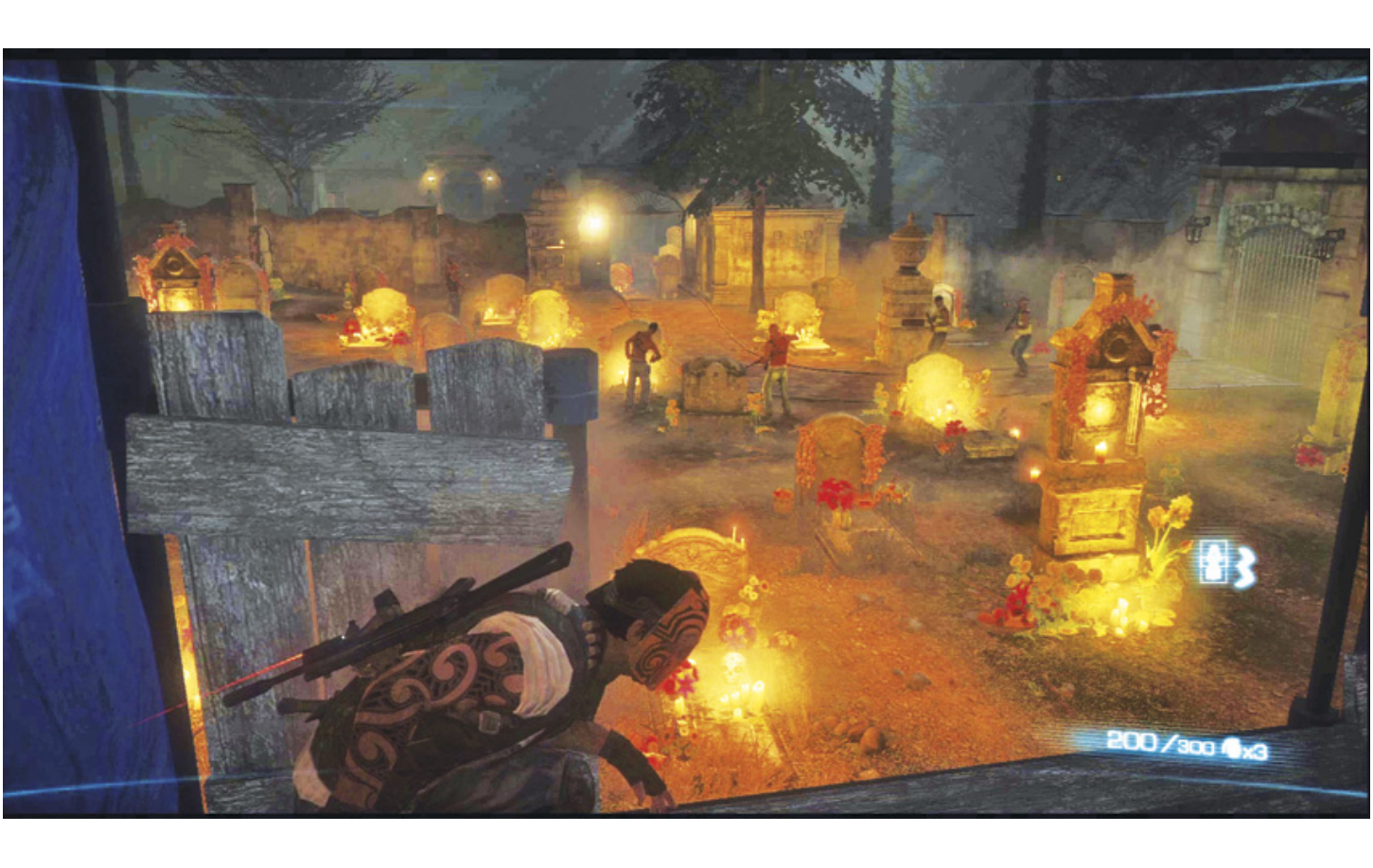
By now, you've likely unlocked a healthy amount of firepower for your arsenal. The type of fighting you'll face in this chapter makes shotguns less effective, as they have low enough magazine capacities (even with extended mags) to become a liability. LMGs and assault rifles are kings of the graveyards here, although a shotgun can still be quite effective as a secondary weapon.



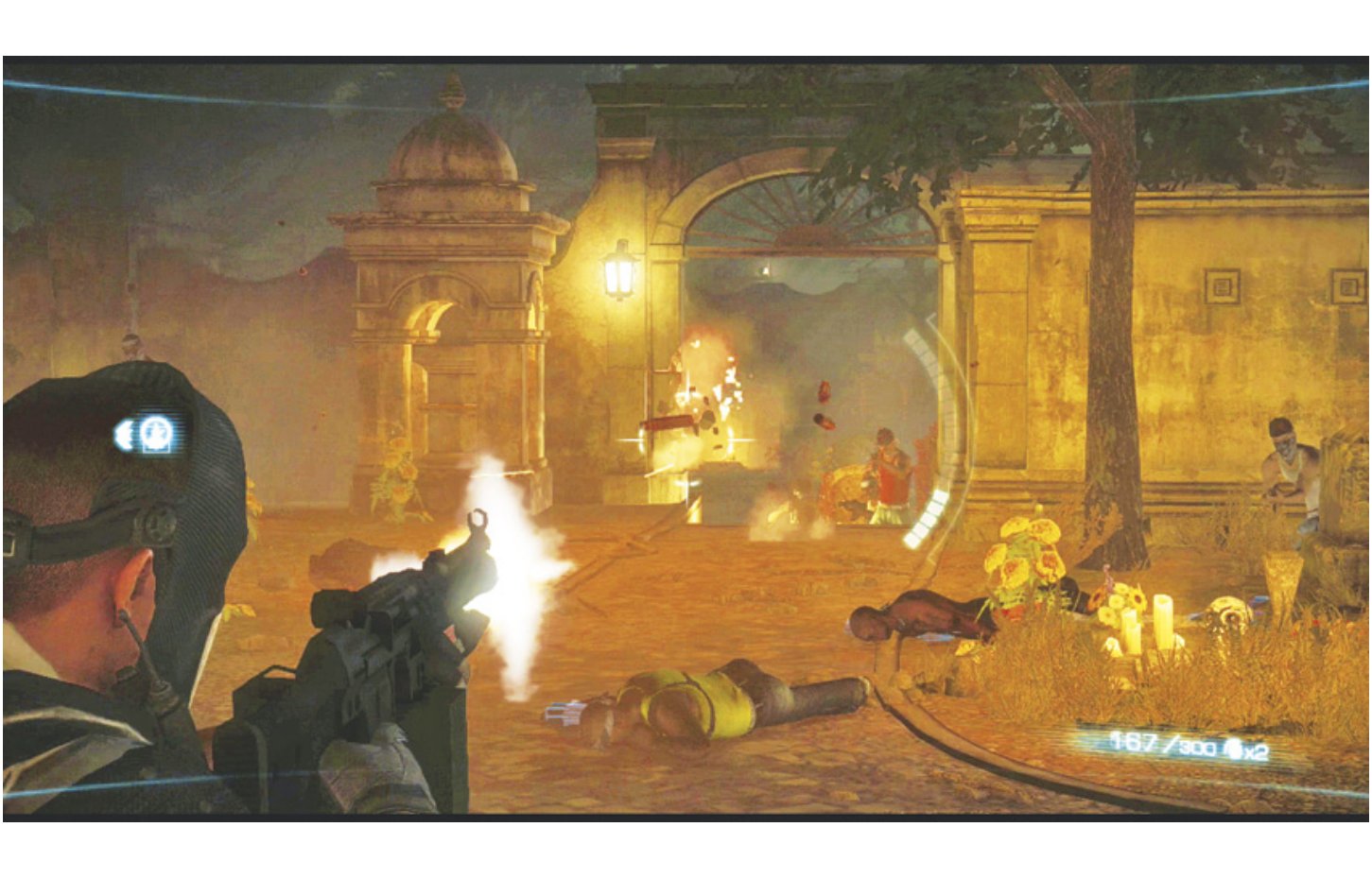


The church can't be approached from the front entrance. The presence of MMGs and patrolling guards means that the resulting firefight would cost the team their advantage, the element of surprise, so Fiona suggests taking a route with less resistance. Head toward the waypoint 1 . Don't fire your weapons or try to approach the front entrance, as this will trigger an alarm and force you to restart the chapter. Breach the door to proceed into the graveyard.





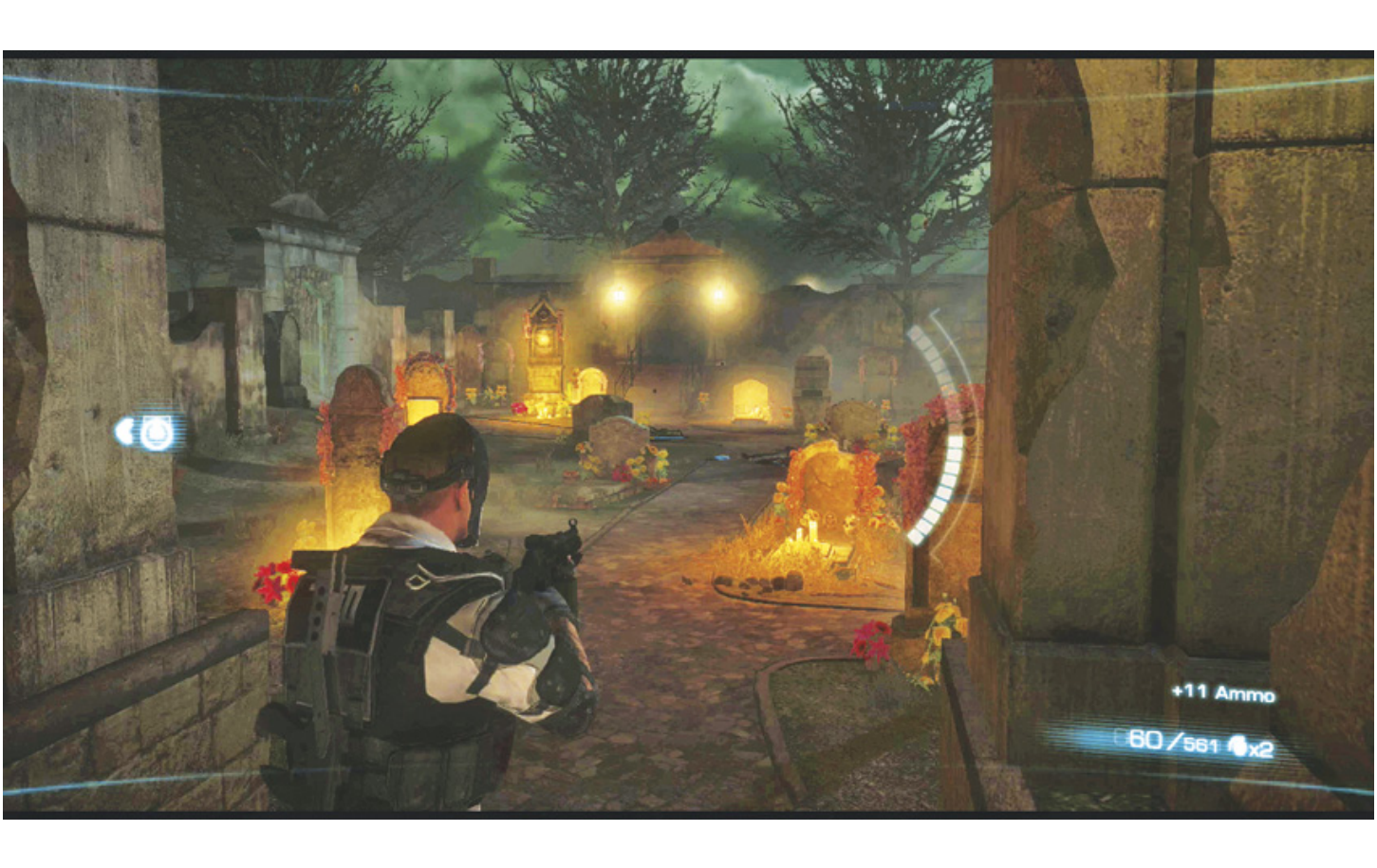
2 Climbing up the cargo container ramp puts you in a position that overlooks the first part of the graveyard, which is filled with cartel thugs and mercs on roaming patrols. Alpha and Bravo suggest a stealthier approach to entering the graveyard, but the moment you drop any of the thugs, the whole place goes on alert and your enemies take defensive positions behind tombstones and other pieces of stonework. You can try staying at the elevated position, but the cover there is essentially a set of flimsy wooden boards that will not survive long under fire. Take out as many enemies as you can, but be prepared to drop down into the graveyard to continue the fight.

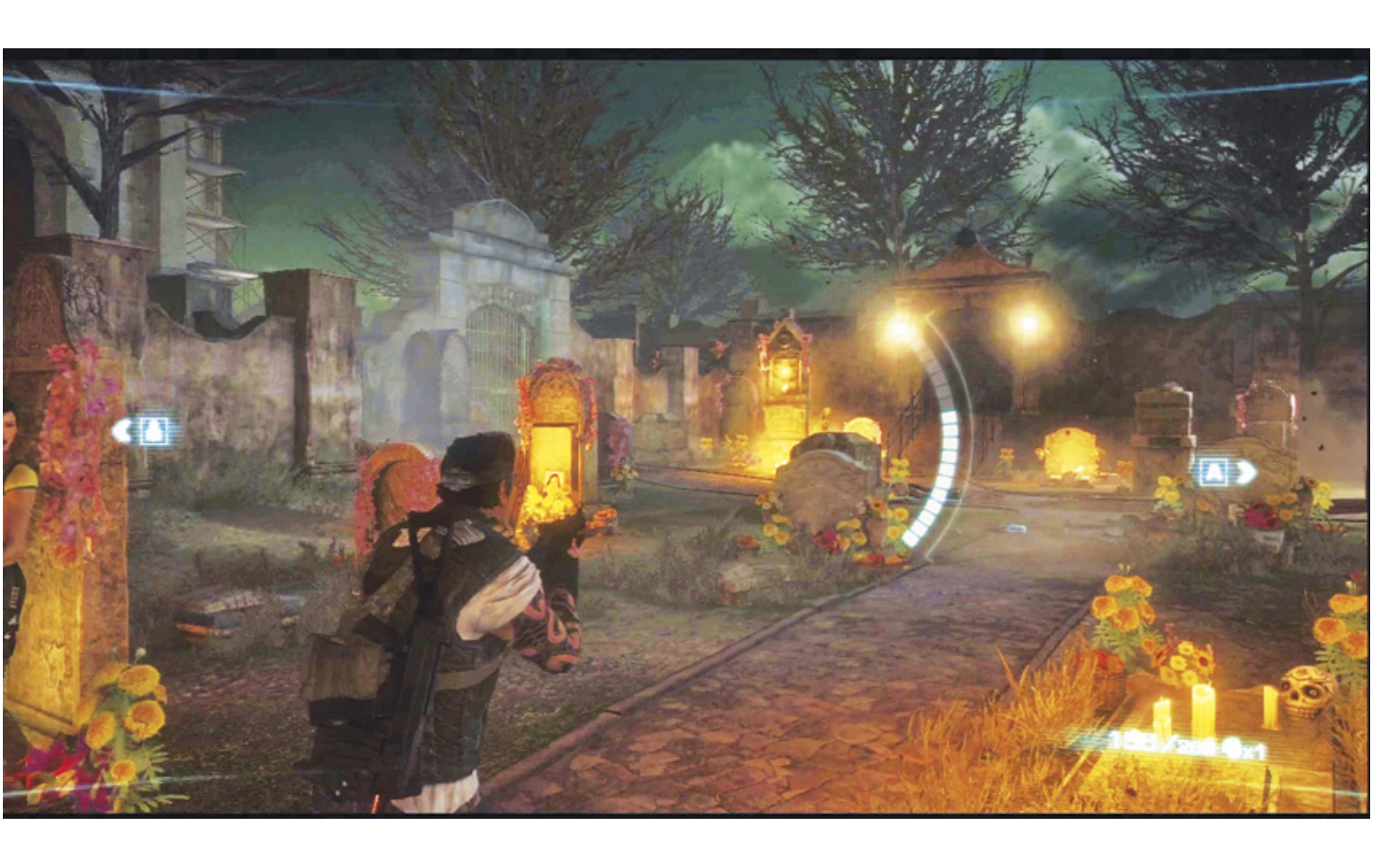


In addition to the hostiles that start off in the graveyard, reinforcements arrive through an entrance on the far side of the graveyard from your entry point 3 .

Caution

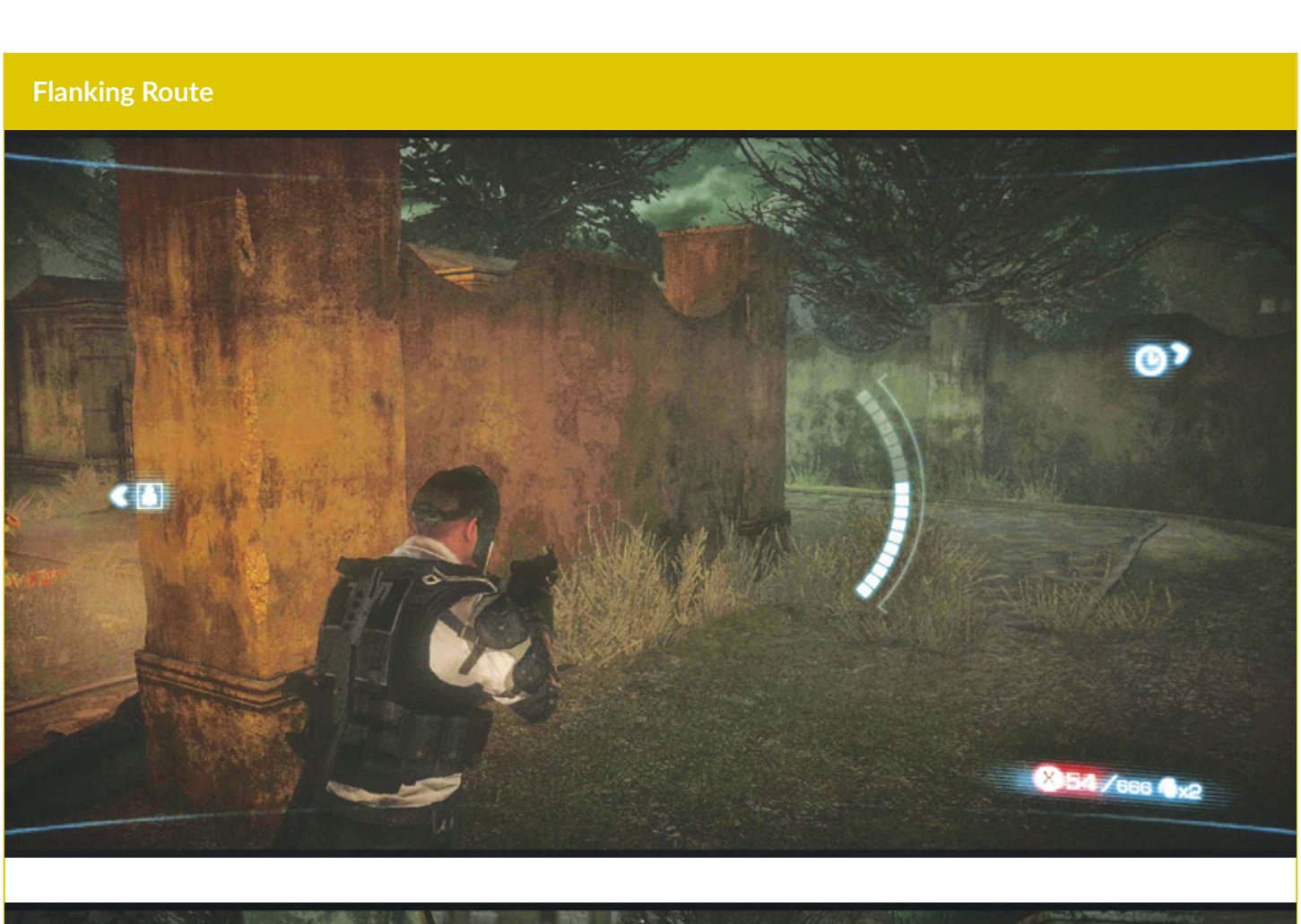
It's important to realize just how short-lived most of the grave markers are as cover against incoming fire. Even basic assault rifles can quickly chip and shatter the headstones, and that's without Overkill being active. This means that you can quickly put down enemies trying to take cover, but it also means that the same thing can happen to you.

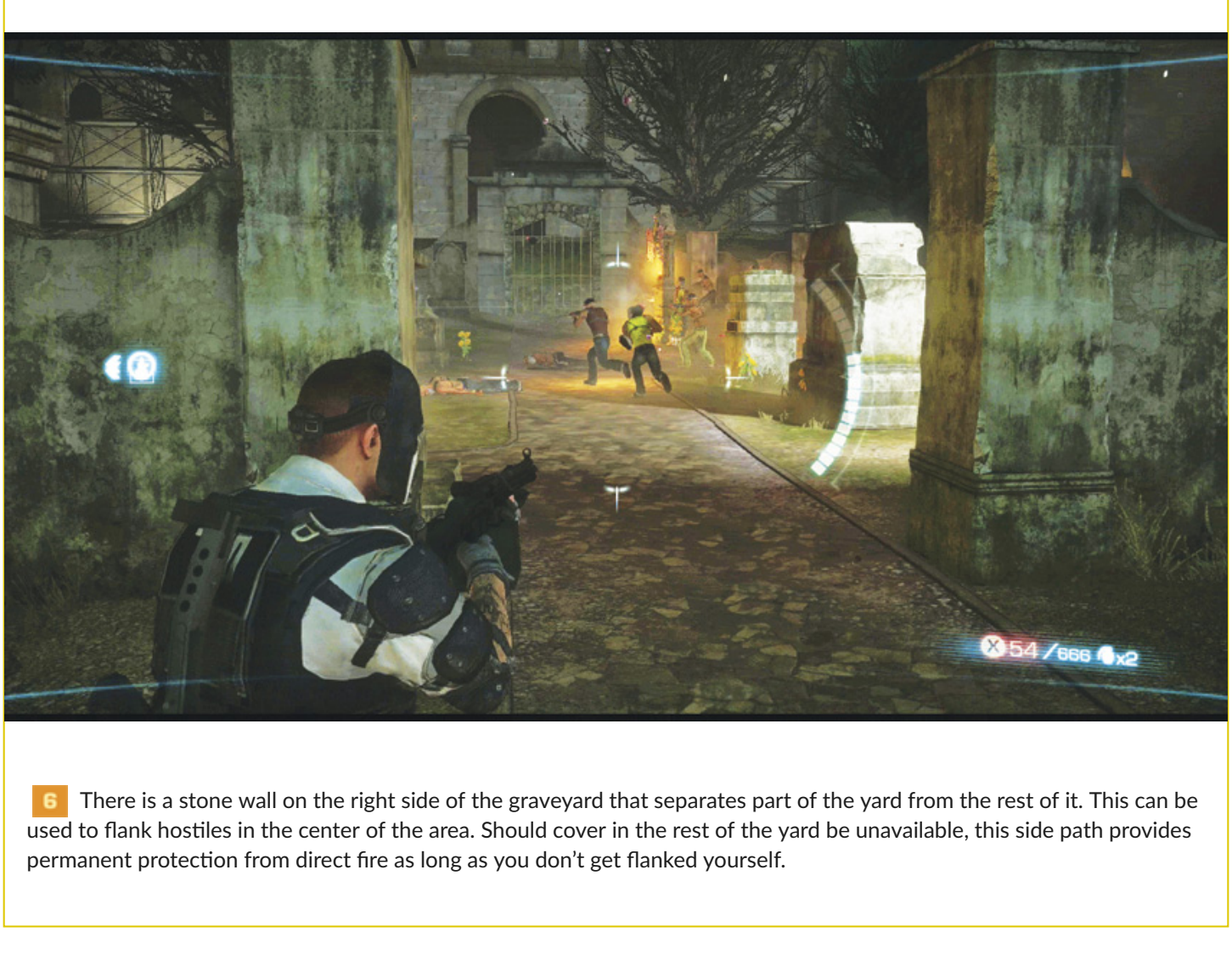




The next section of the graveyard 4 has more cover than the previous area, and the cartel steps up its resistance significantly. Your enemies start off near larger and tougher grave markers and coffins 5 , which act as superior cover in comparison to what is available on your half of the graveyard.

Flanking Route

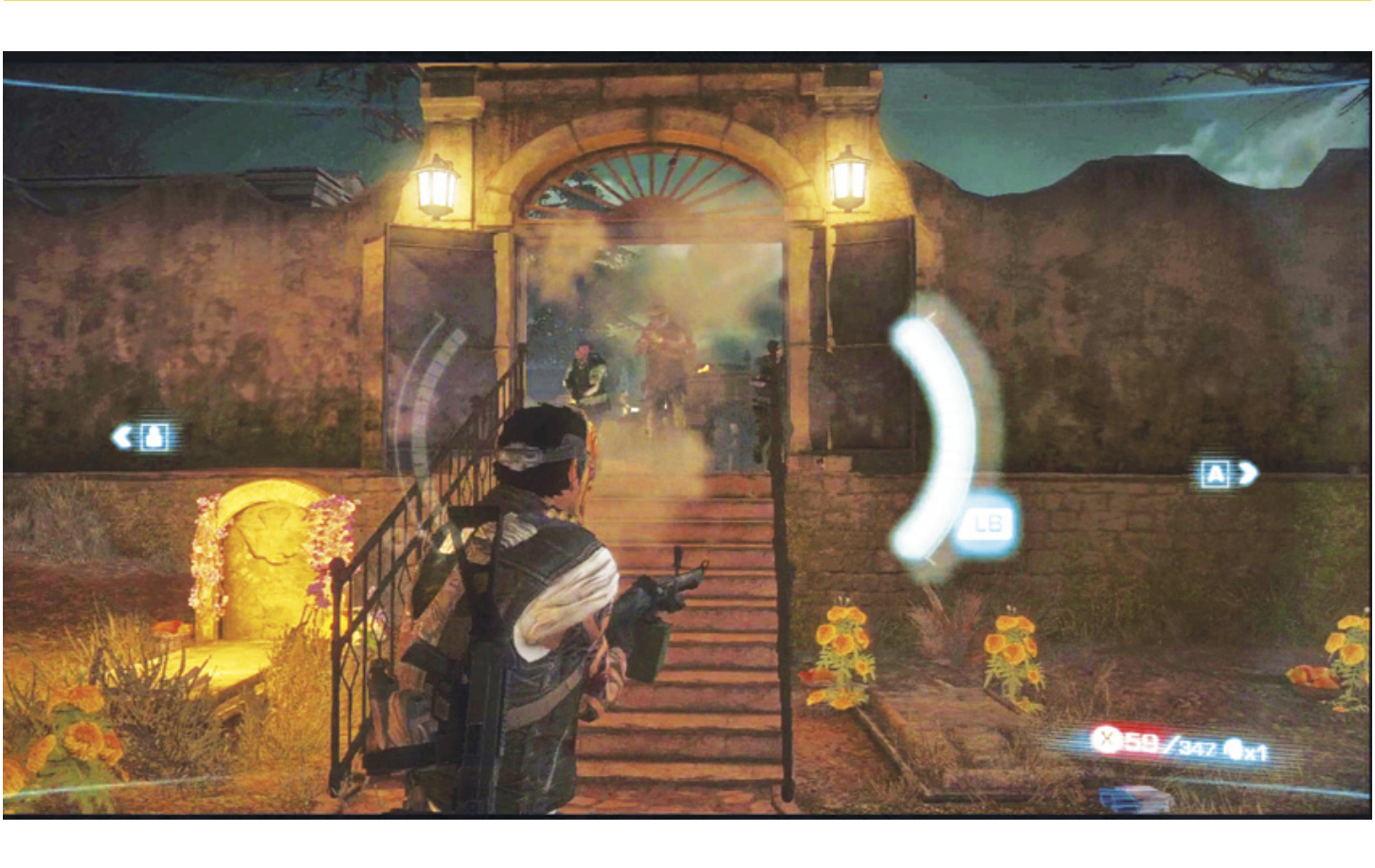


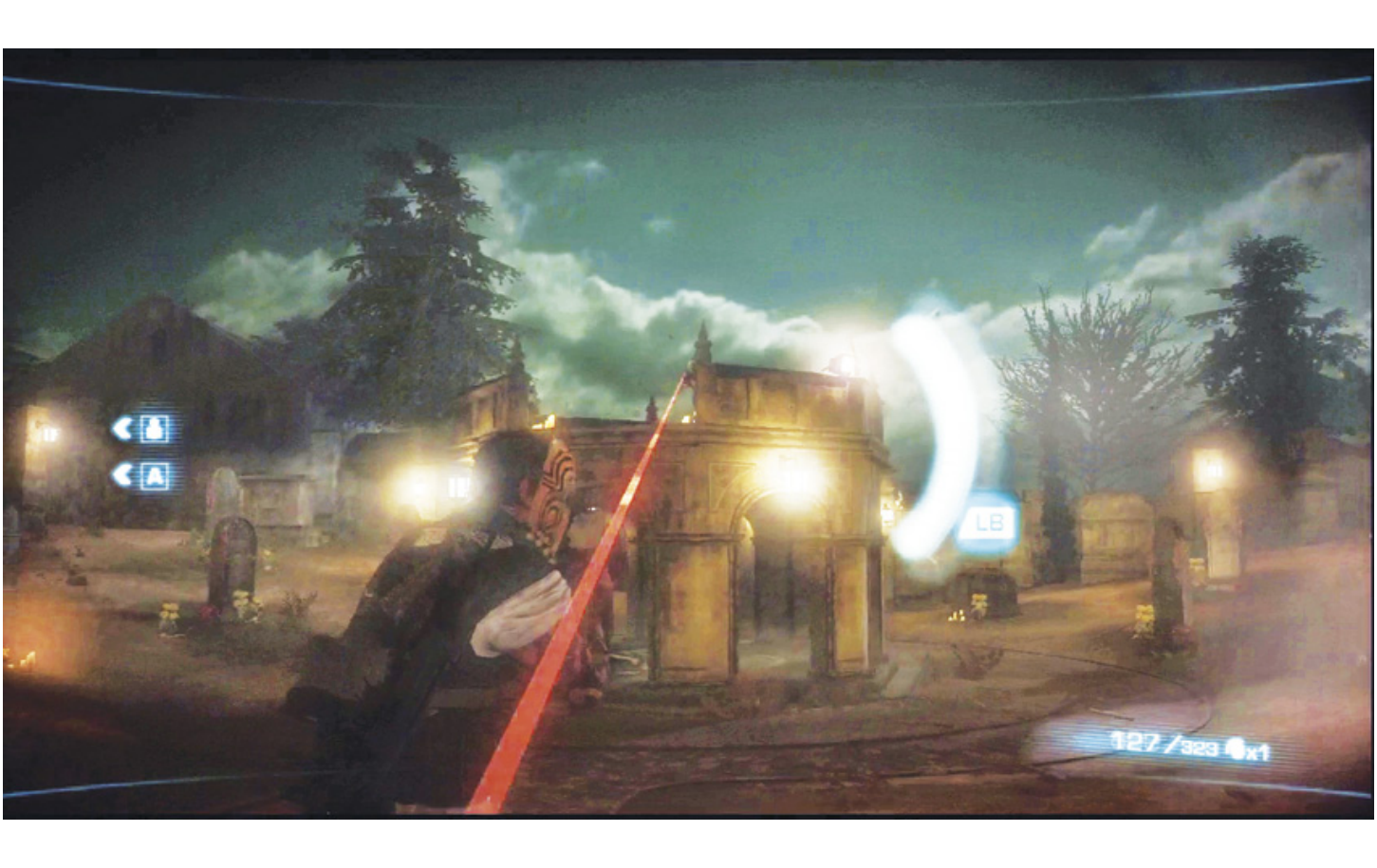


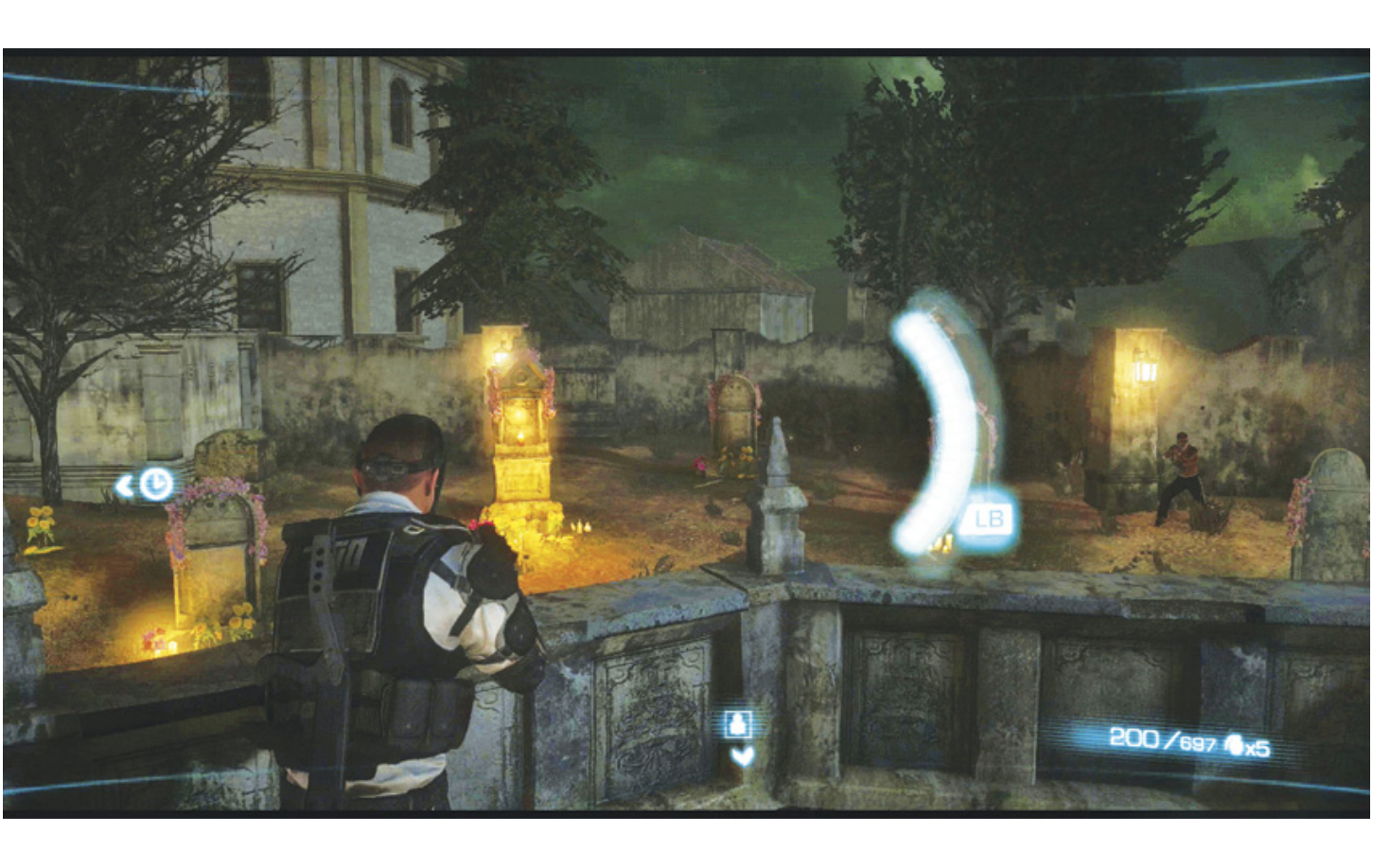
6 There is a stone wall on the right side of the graveyard that separates part of the yard from the rest of it. This can be used to flank hostiles in the center of the area. Should cover in the rest of the yard be unavailable, this side path provides permanent protection from direct fire as long as you don't get flanked yourself.

OVERKILL

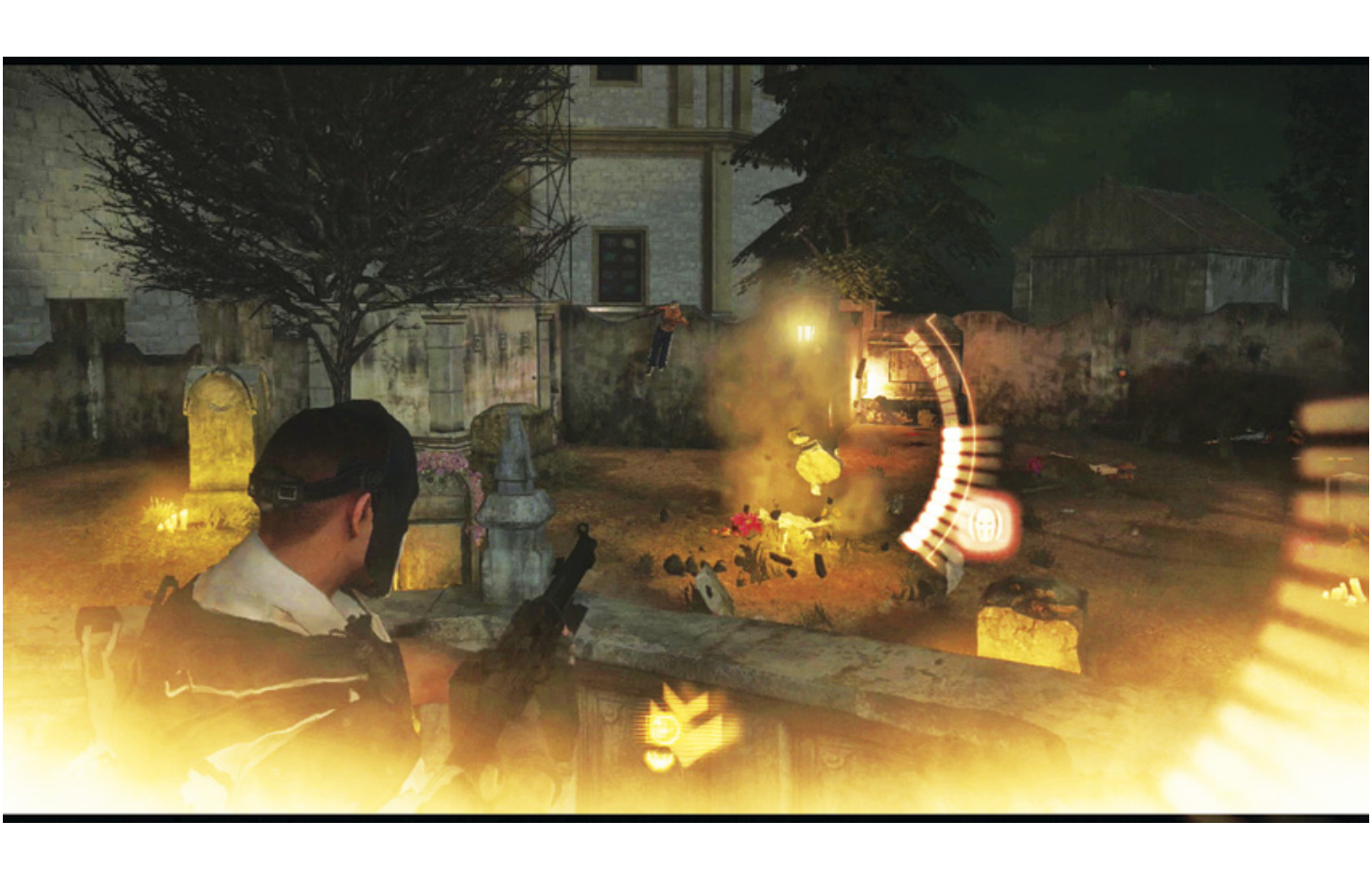
You can rack up some amazing Overkill and Co-op Action bonuses during the first two firefights in the graveyard. With two players, it's possible to use Overkill across both firefights almost constantly. Have one player trigger Overkill in the first firefight and quickly clear it out. Then, when approaching the second graveyard, wait until your enemies expose themselves and for the first Overkill to end before triggering the second. If you're fast, you can wipe out both groups and refill the first Overkiller's meter by the time the second Overkill fades away.

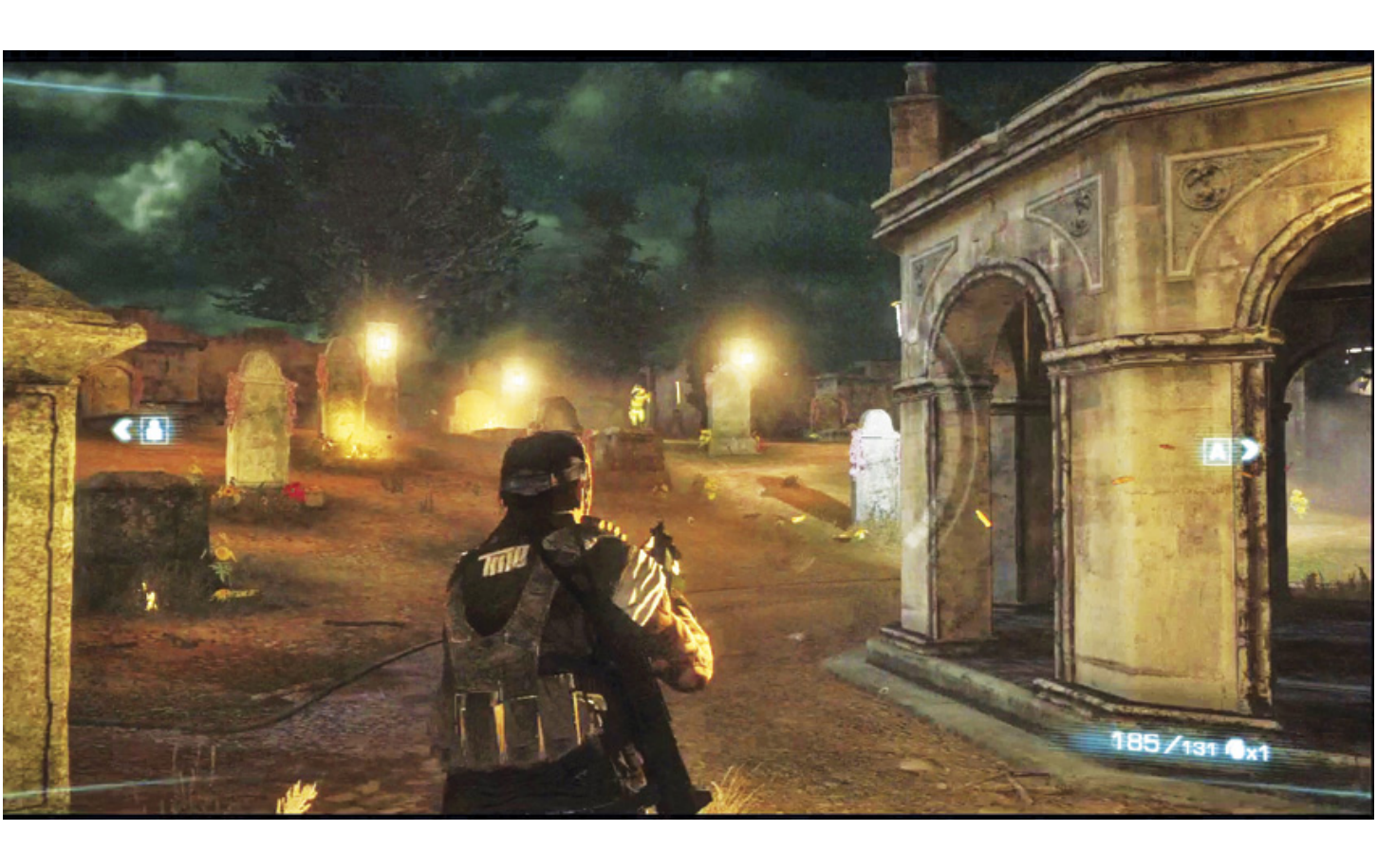


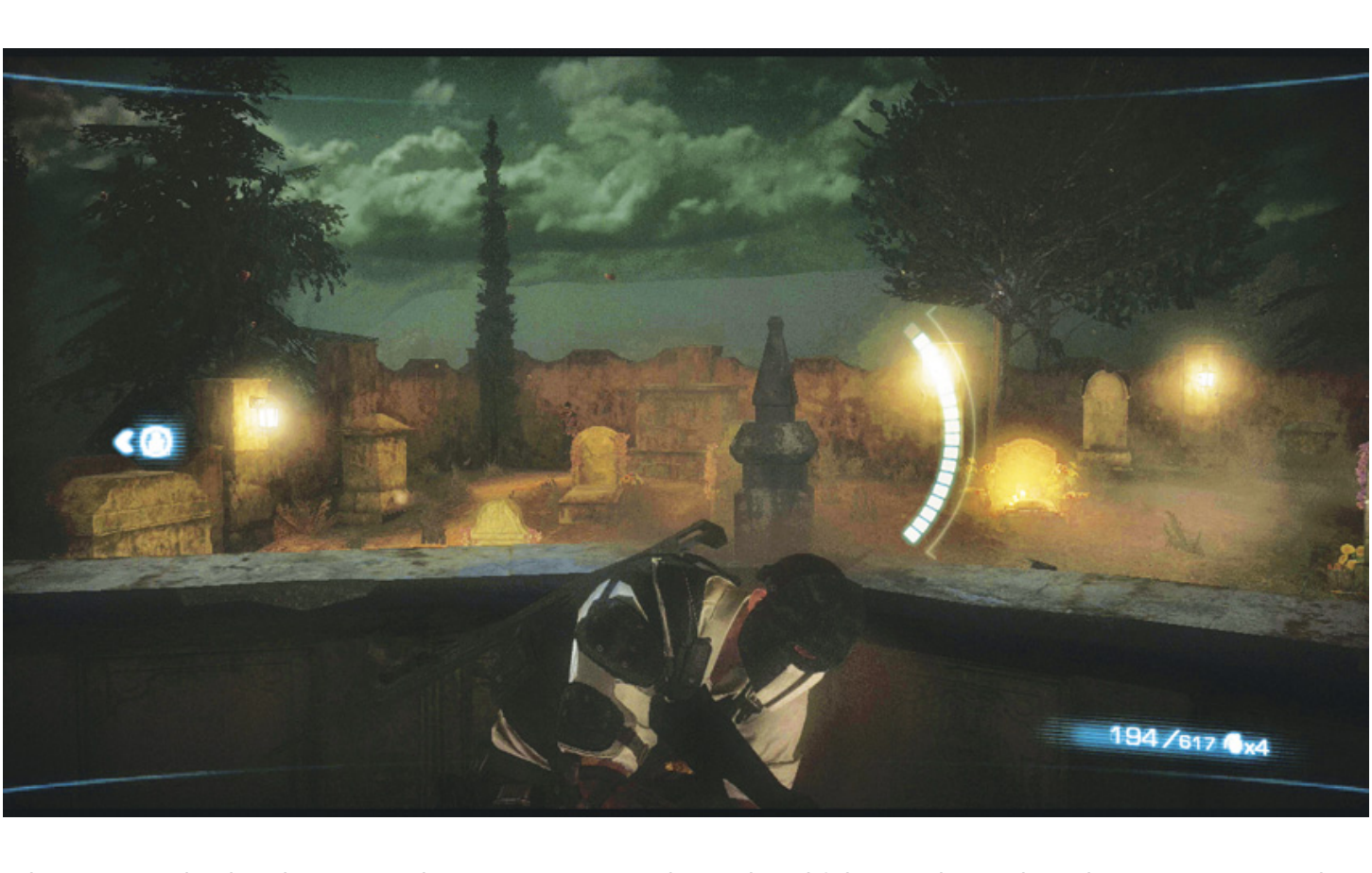




7 Clearing out the second graveyard gives you a moment to take a breather, but approaching the exit to the next section triggers an ambush. A mercenary Brute kicks the door down, supported two other mercs. At the center of the graveyard behind these ambushers, a pair of snipers hide in the small balcony that rests on a series of support pillars 8 . Bravo suggests that either himself or Alpha be boosted up to the former sniper post in order to get a better look at the surroundings.

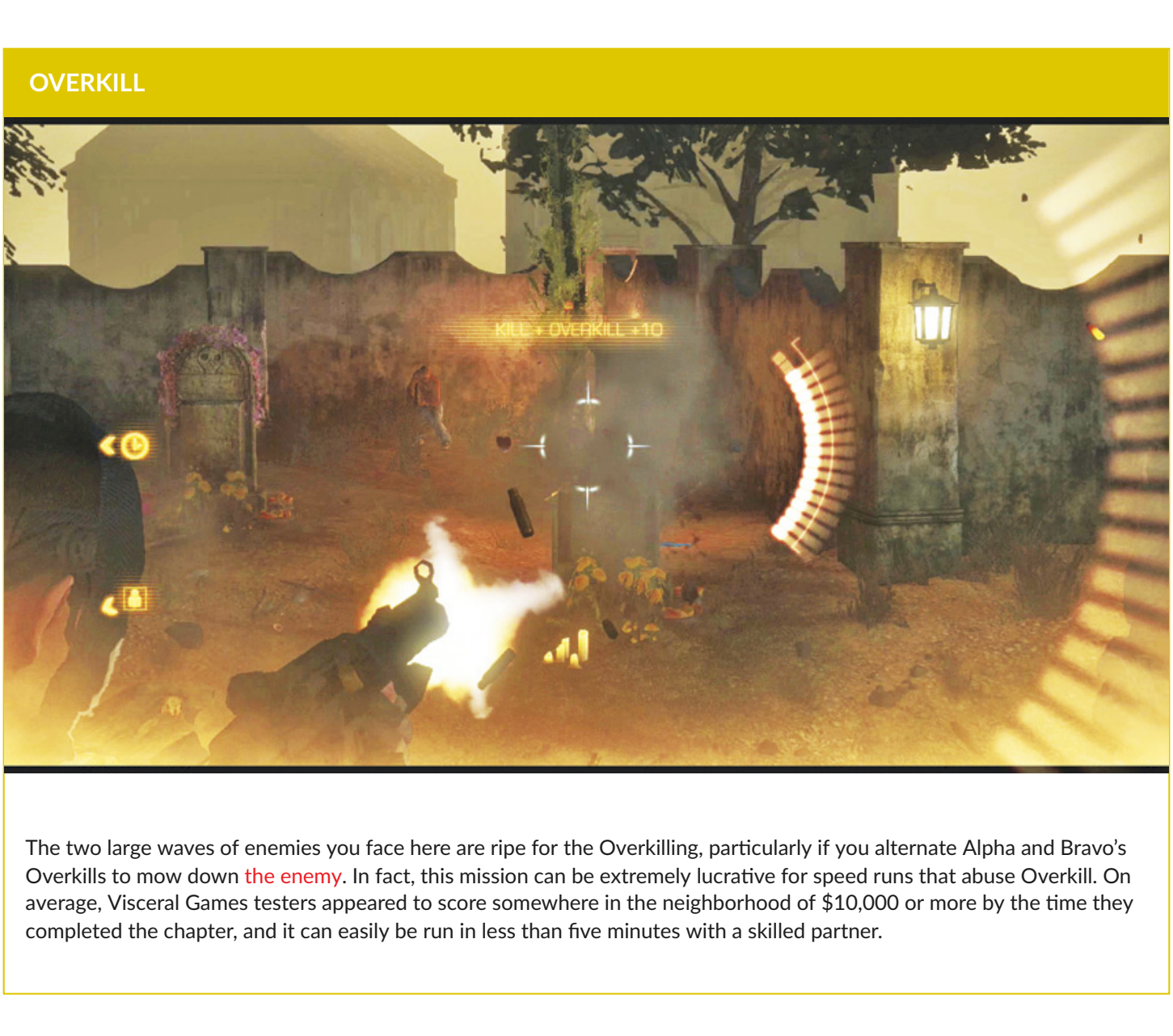




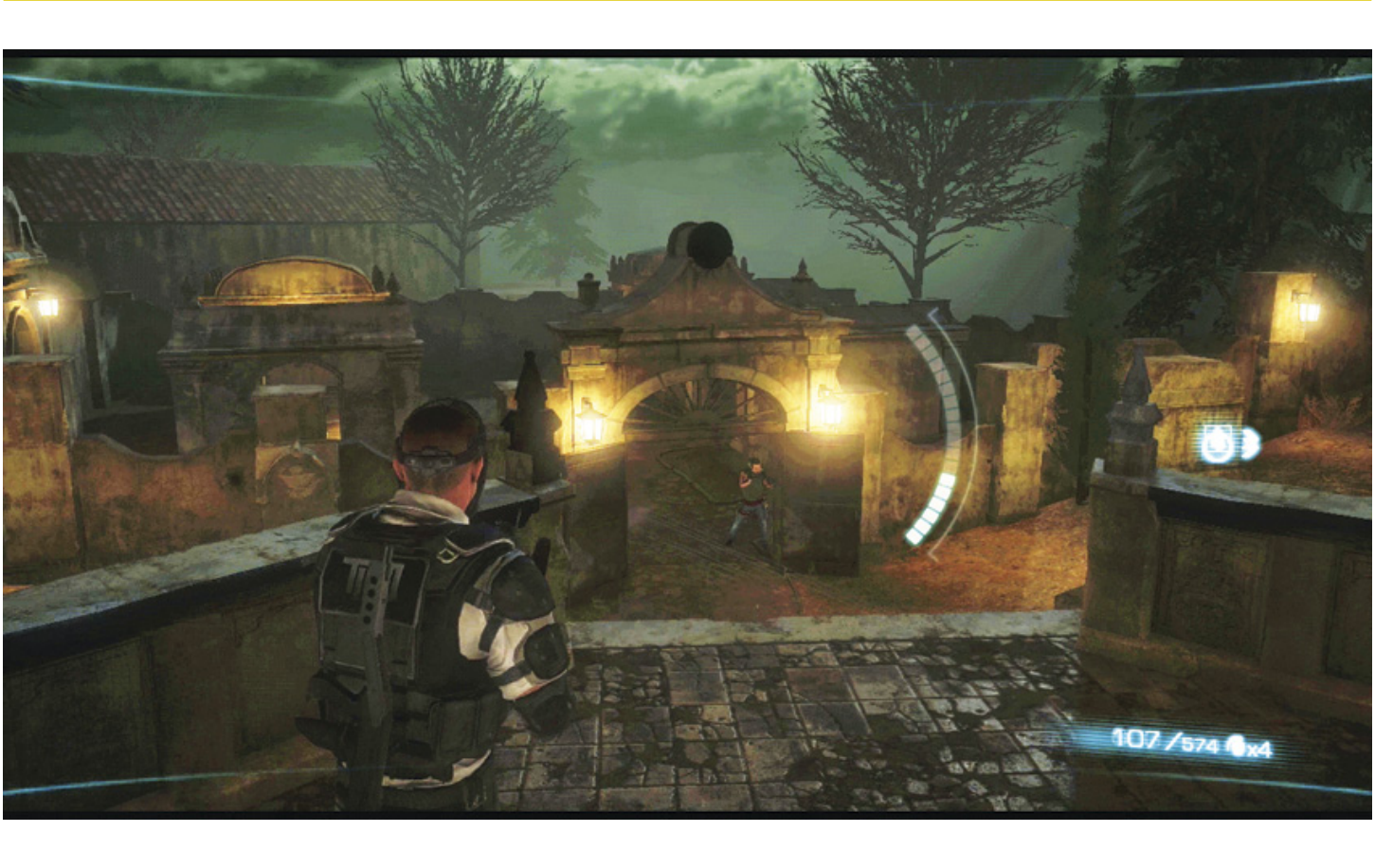


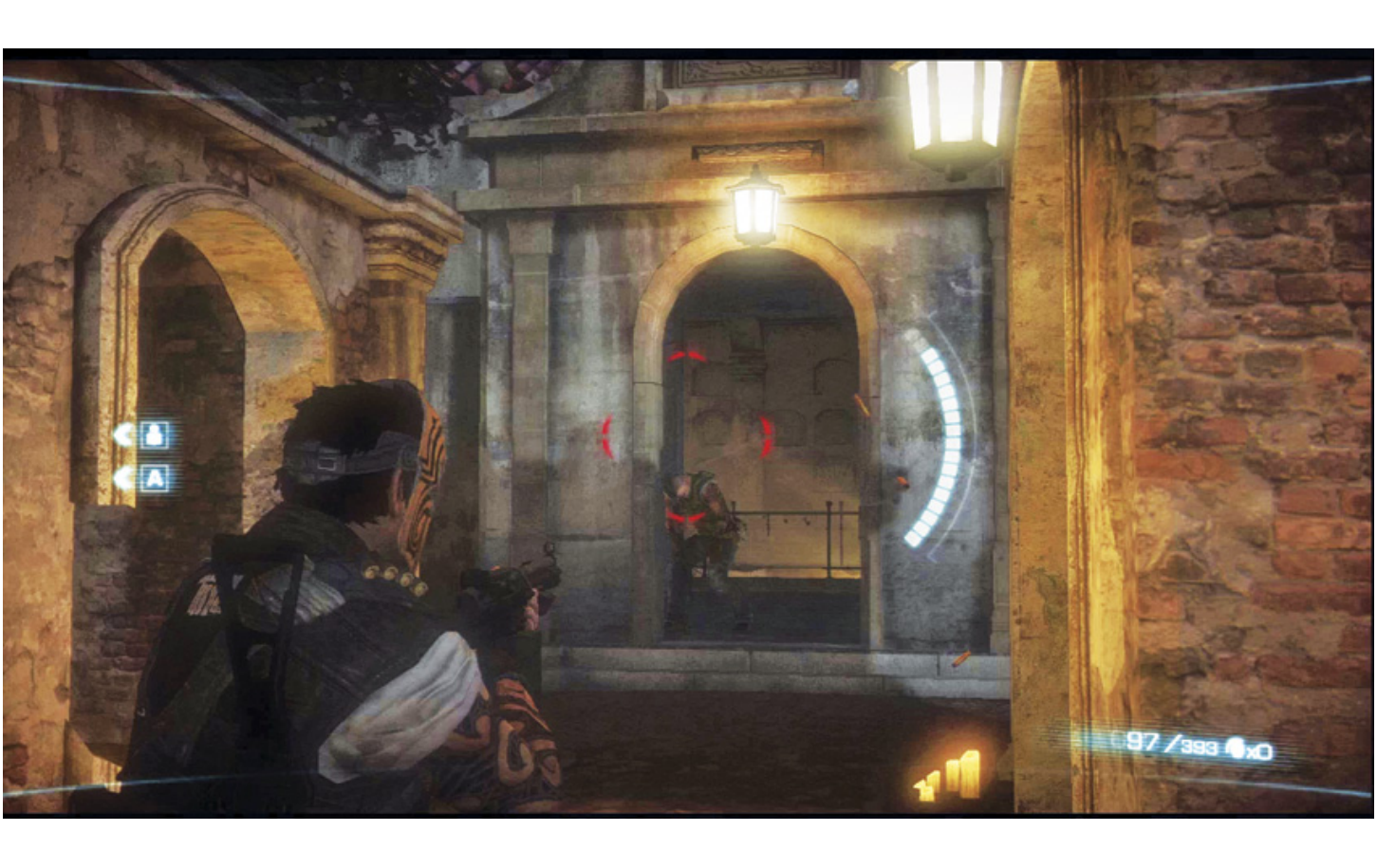
Whomever you decide to boost up to the sniper post, get ready for a brutal fight. Cartel mercs begin hopping over one of the stone walls 9 in an attempt to overwhelm you with sheer numbers. Cutting enough of them down will trigger a second wave of attackers climbing over the wall on the opposite side of the yard 10 . If you're manning the sniper post, be aware that the thin retaining wall is easily destroyed by incoming fire. Be prepared to shift to a different position if your cover becomes completely ruined.

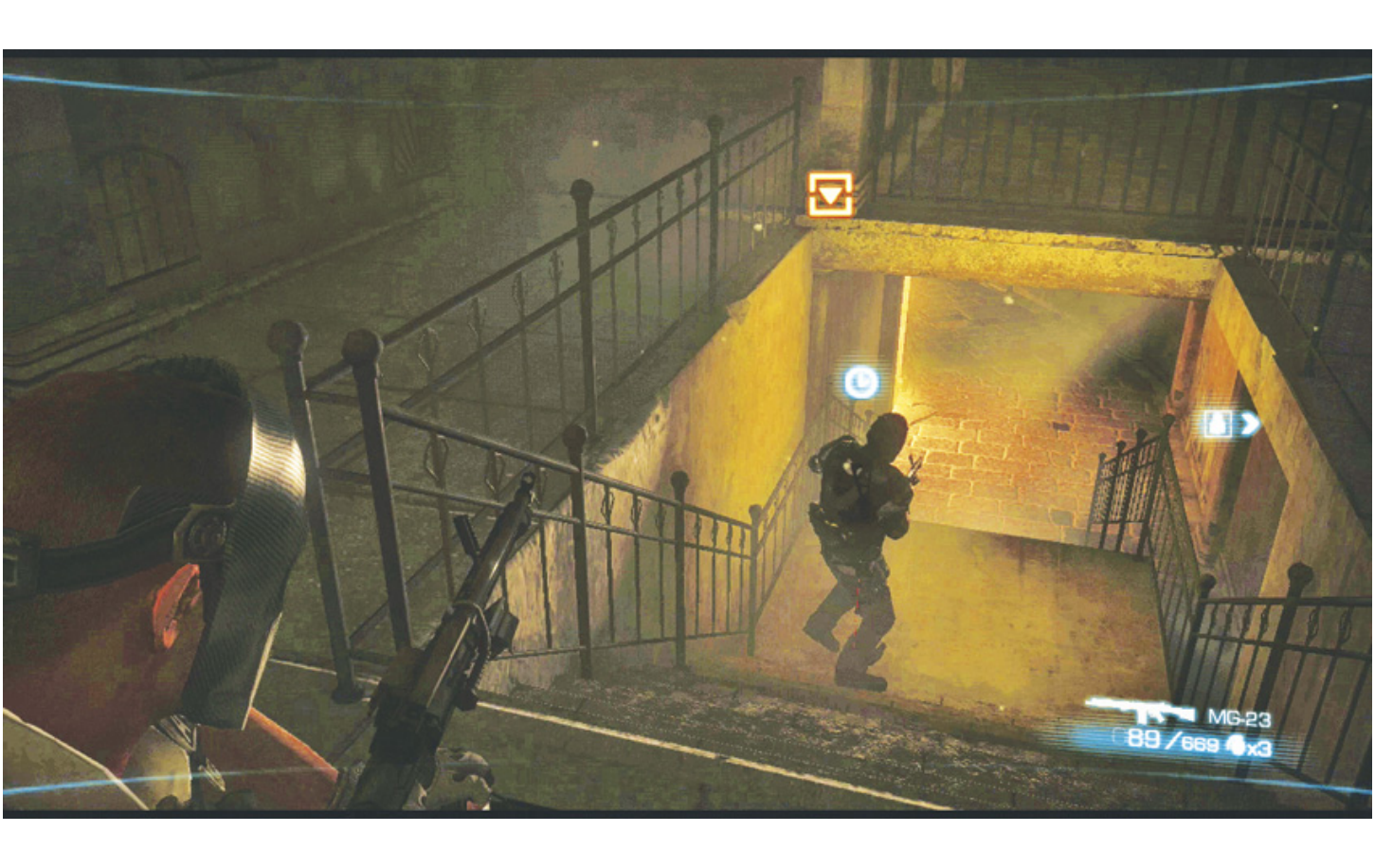
OVERKILL



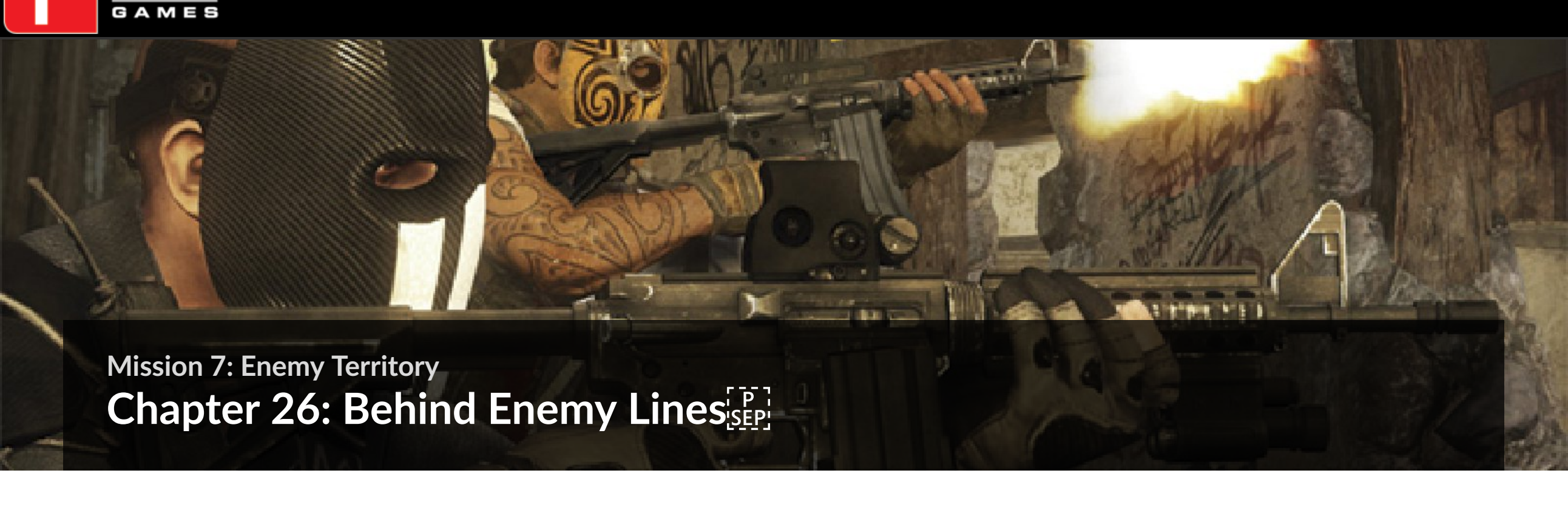
The two large waves of enemies you face here are ripe for the Overkilling, particularly if you alternate Alpha and Bravo's Overkills to mow down the enemy. In fact, this mission can be extremely lucrative for speed runs that abuse Overkill. On average, Visceral Games testers appeared to score somewhere in the neighborhood of $10,000 or more by the time they completed the chapter, and it can easily be run in less than five minutes with a skilled partner.







After killing off both waves of attackers, another door leading further into the graveyard is kicked down by a mercenary 11 , with more behind him sprinting toward defensive positions inside small stone huts 12 . They are attempting to bar entry to the underground mausoleum that you need to pass through to reach the forest, where hopefully Fiona's prediction of lighter defenses actually pans out.

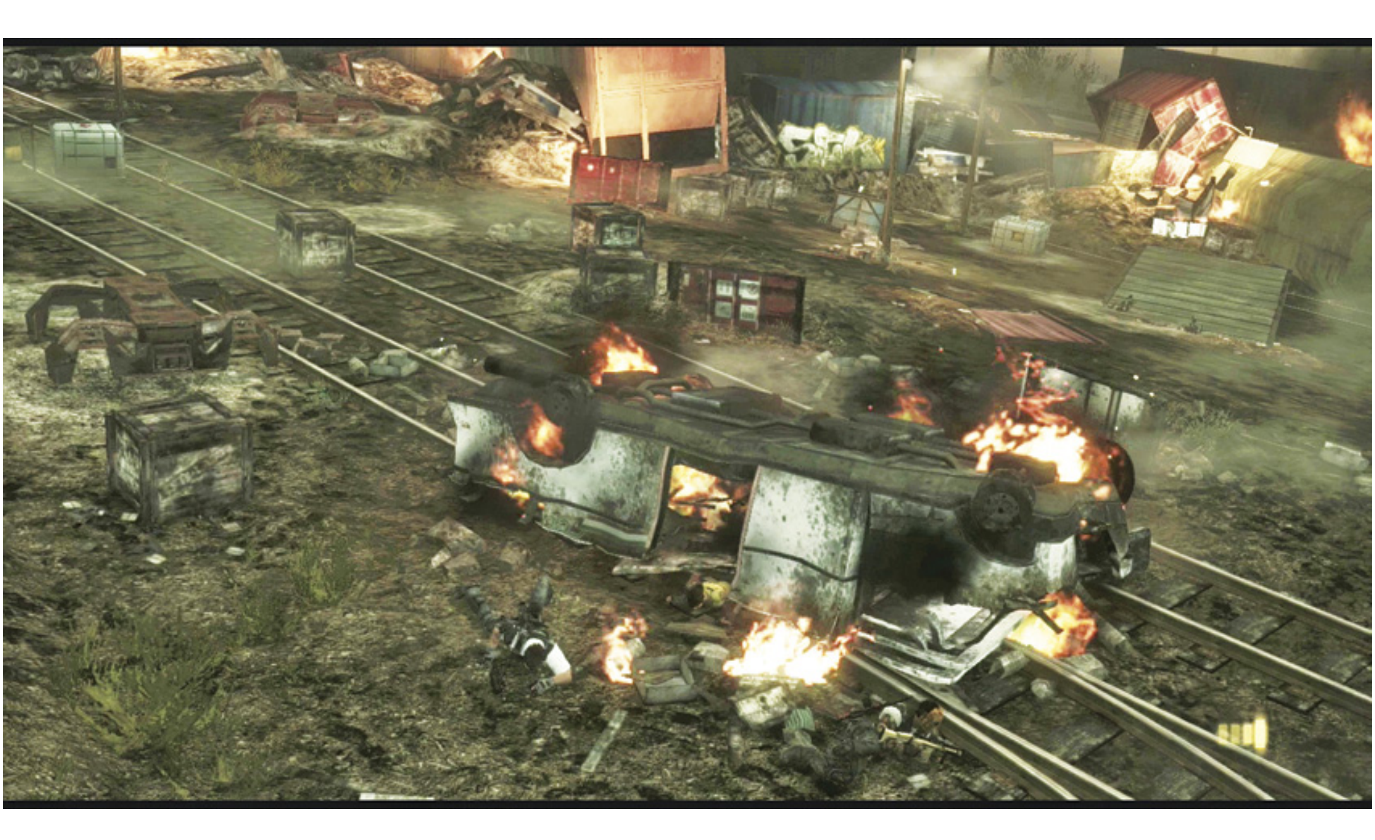


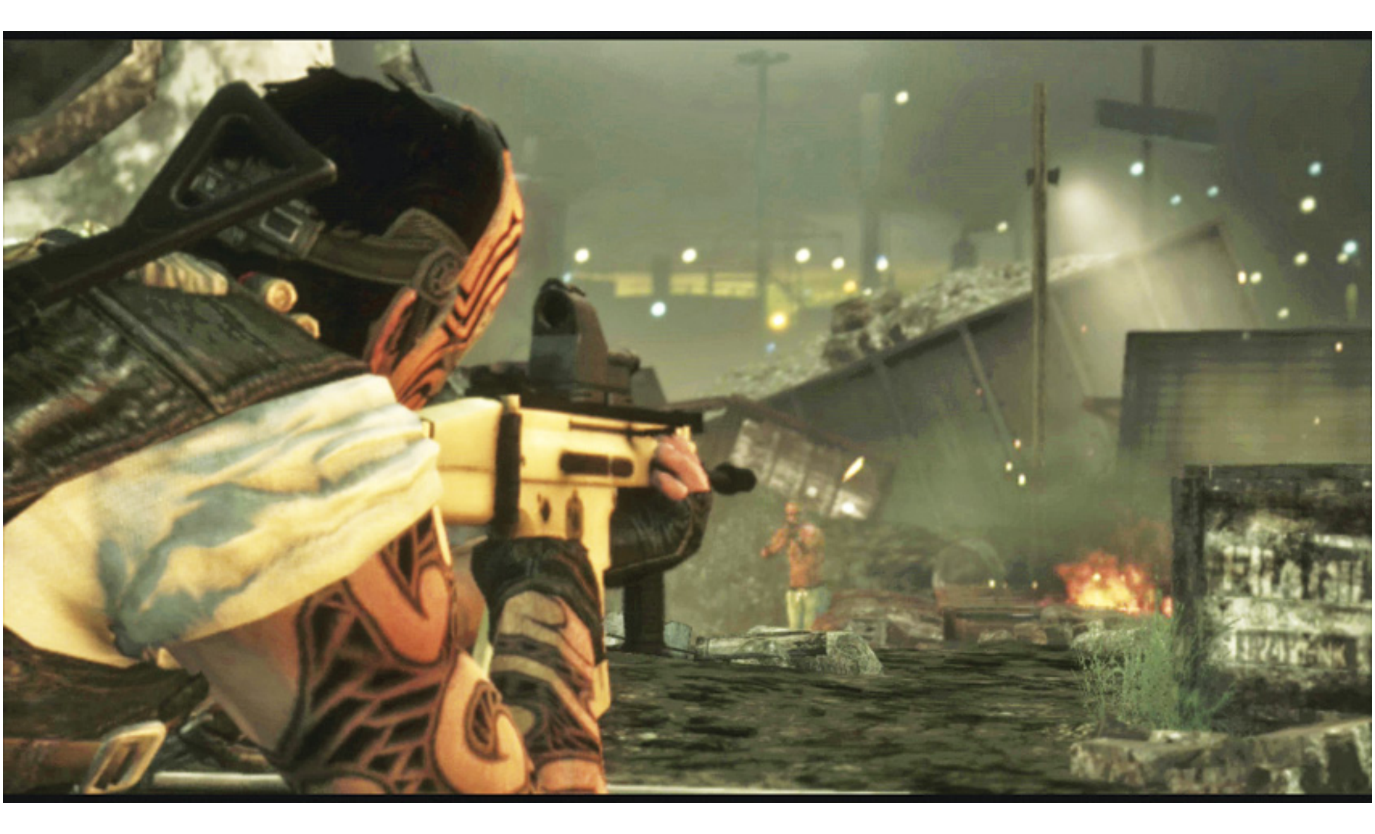
Mission 7: Enemy Territory

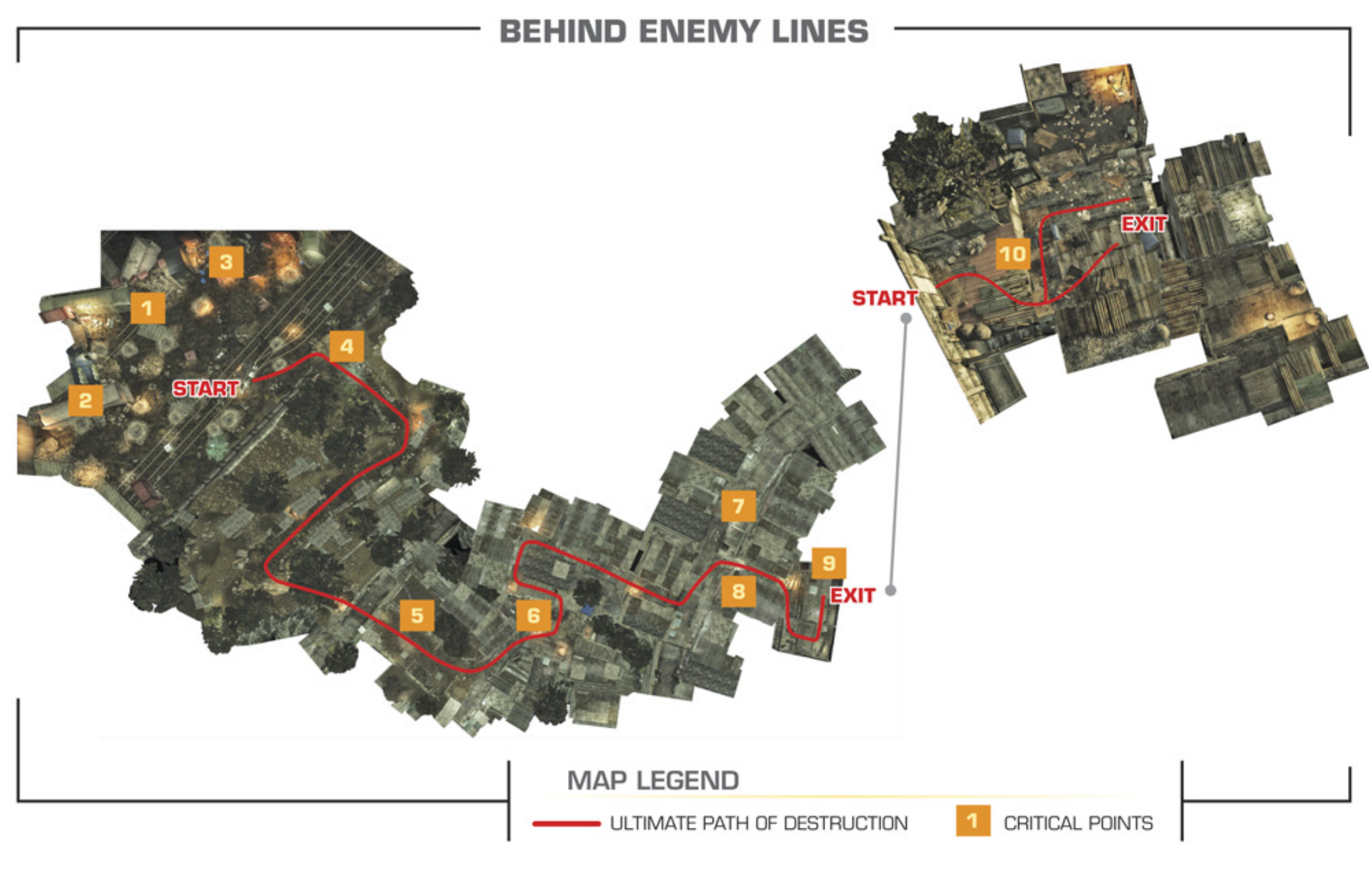
Chapter 26: Behind Enemy Lines

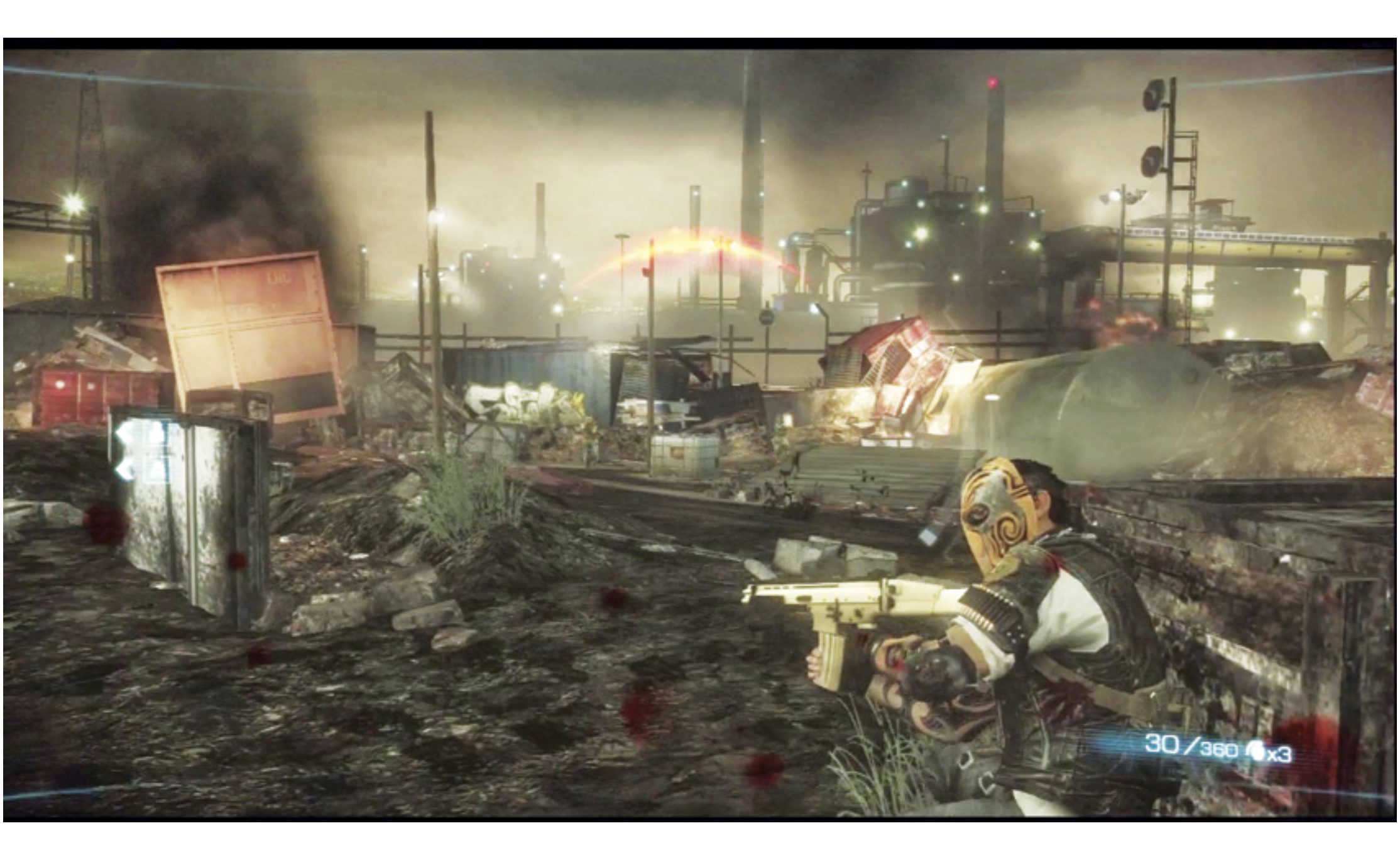
Surviving an epic train wreck is just another day at the office for Alpha and Bravo, but they can't relax just yet. La Guadaña's army of mercenaries has managed to take Mayor Cordova to the town of Ladera, staying one step ahead of T.W.O. Meanwhile, Alpha and Bravo's crash site is surrounded my a large contingent of mercenaries. They will need to fight their way out of this death trap with Fiona, and then resume the chase for the mayor.

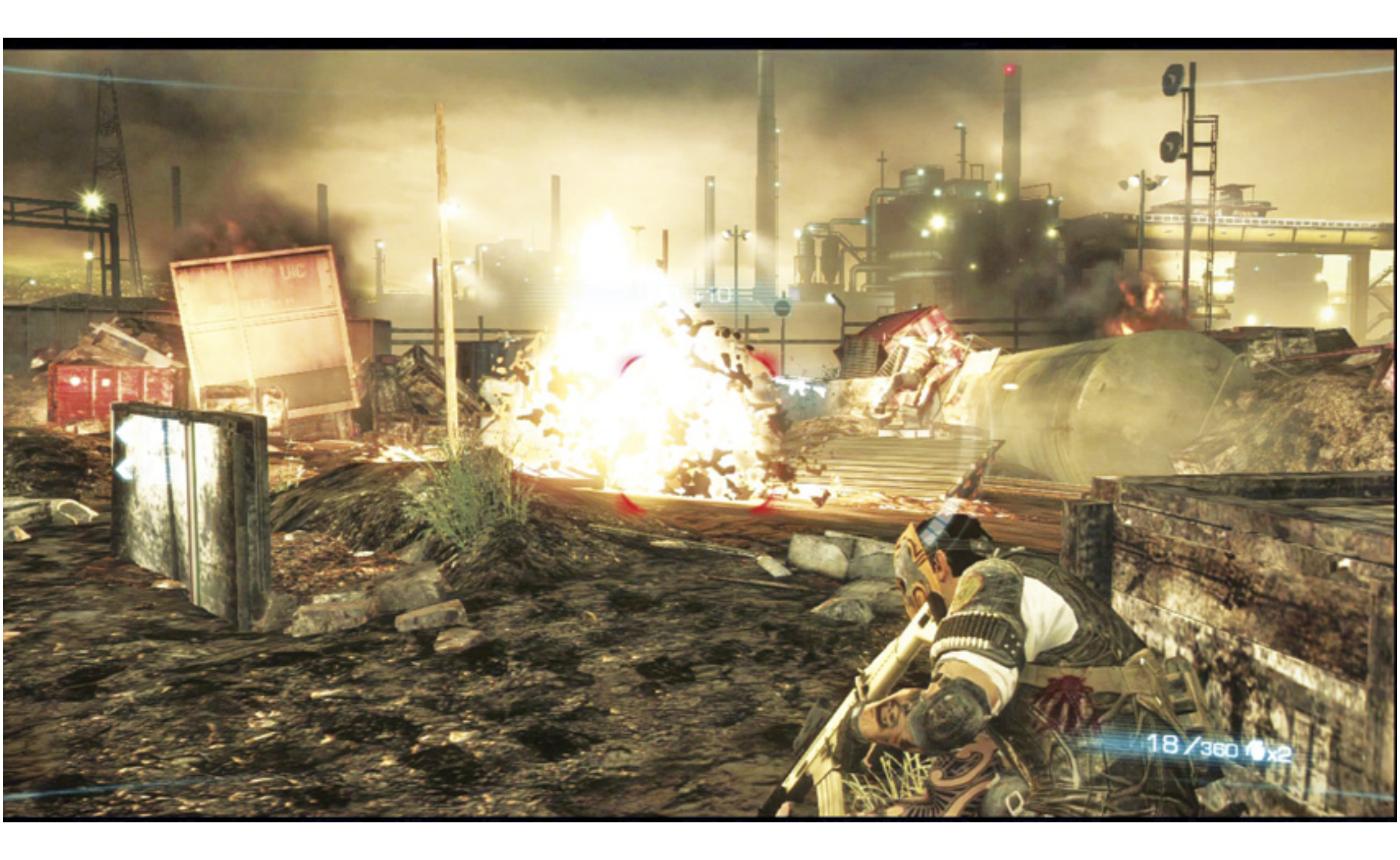
Chapter 26: Behind Enemy Lines

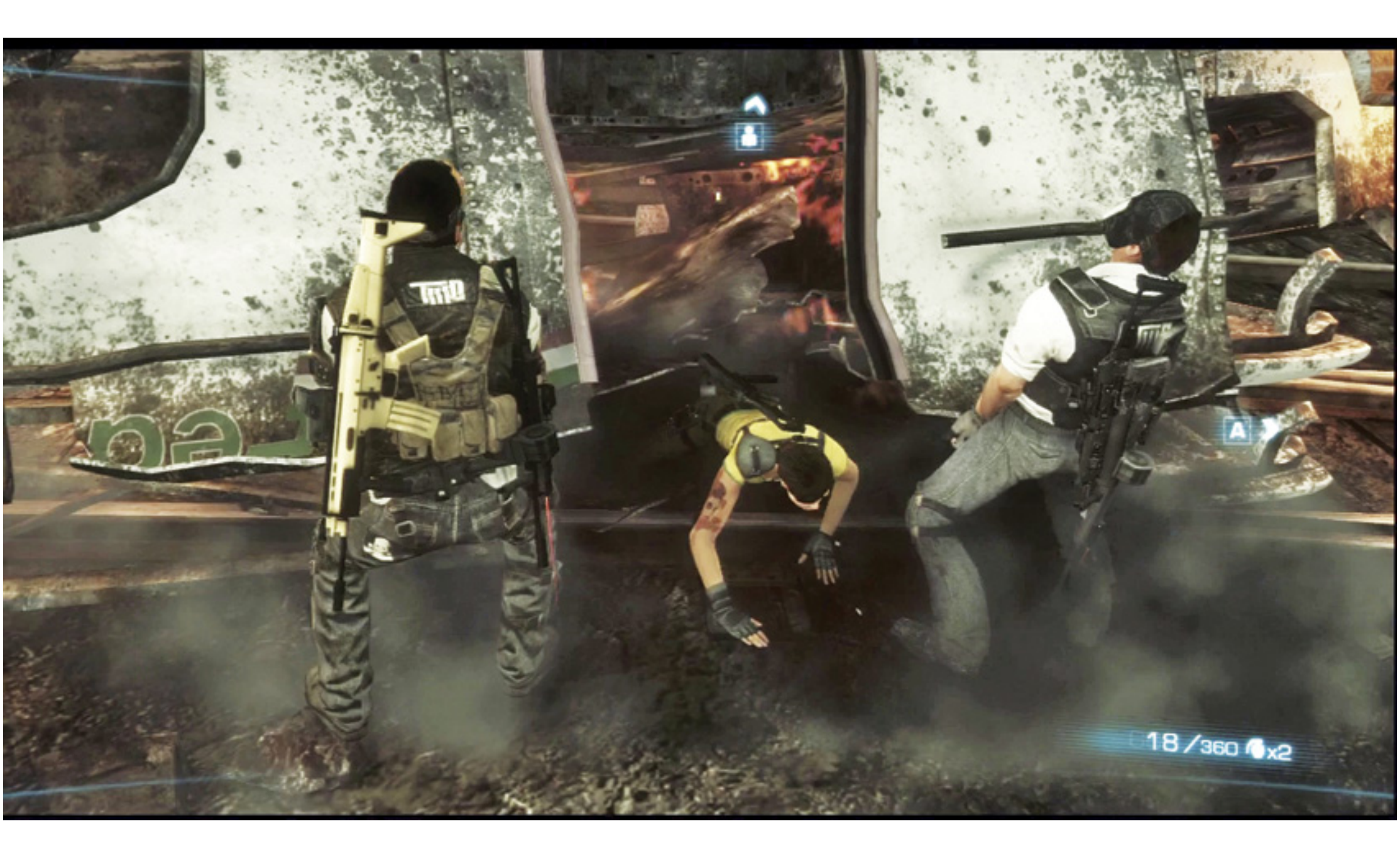




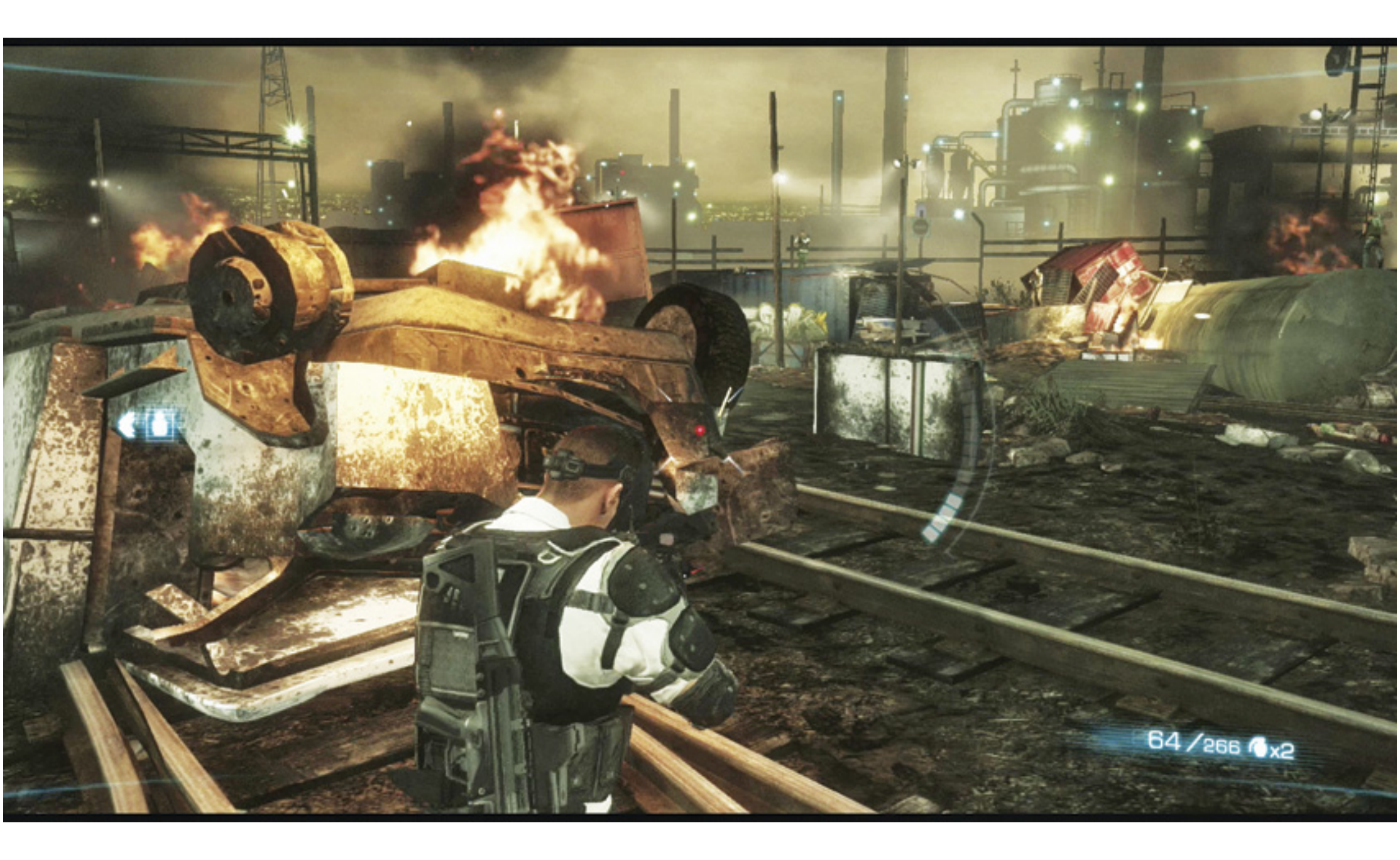


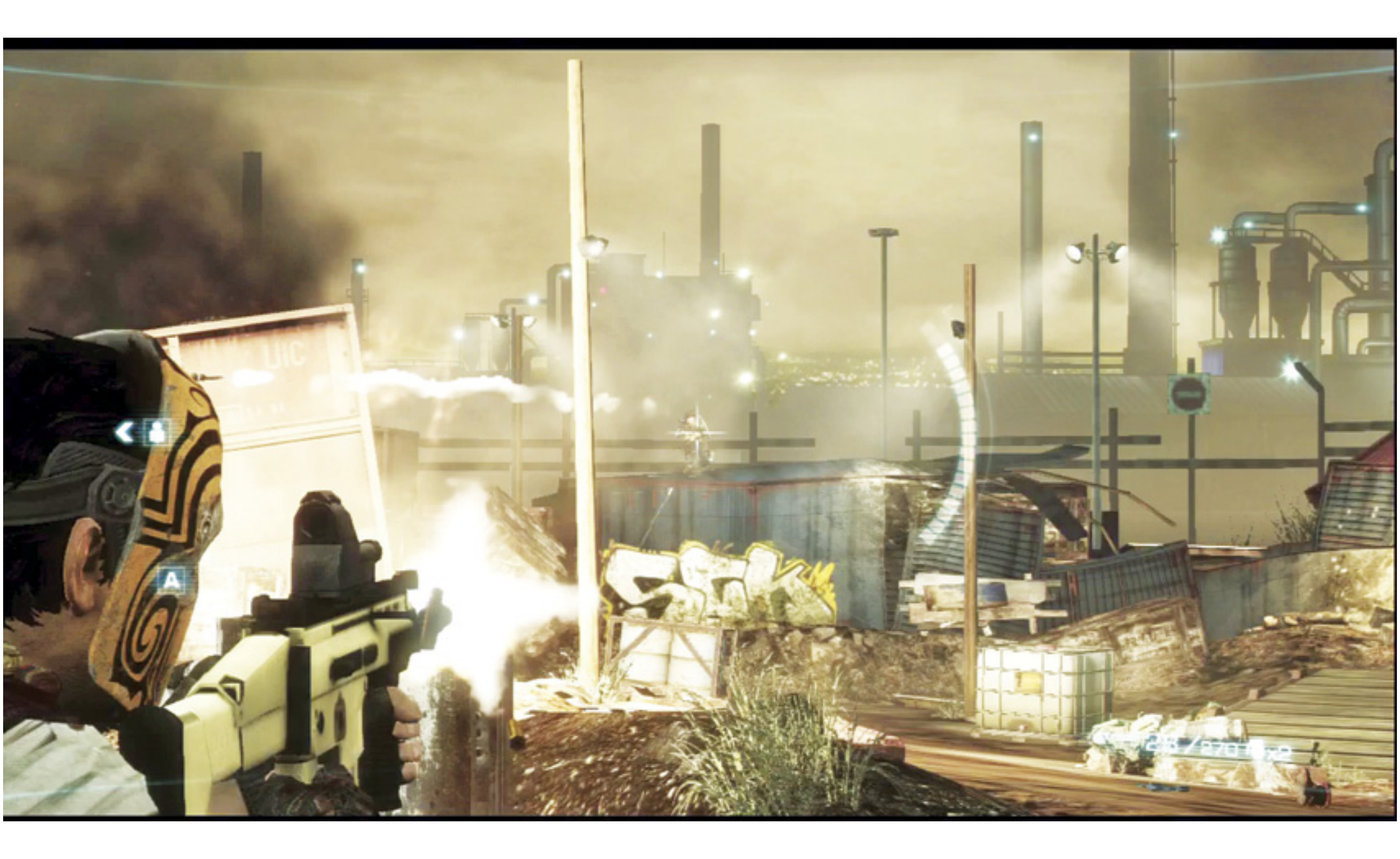


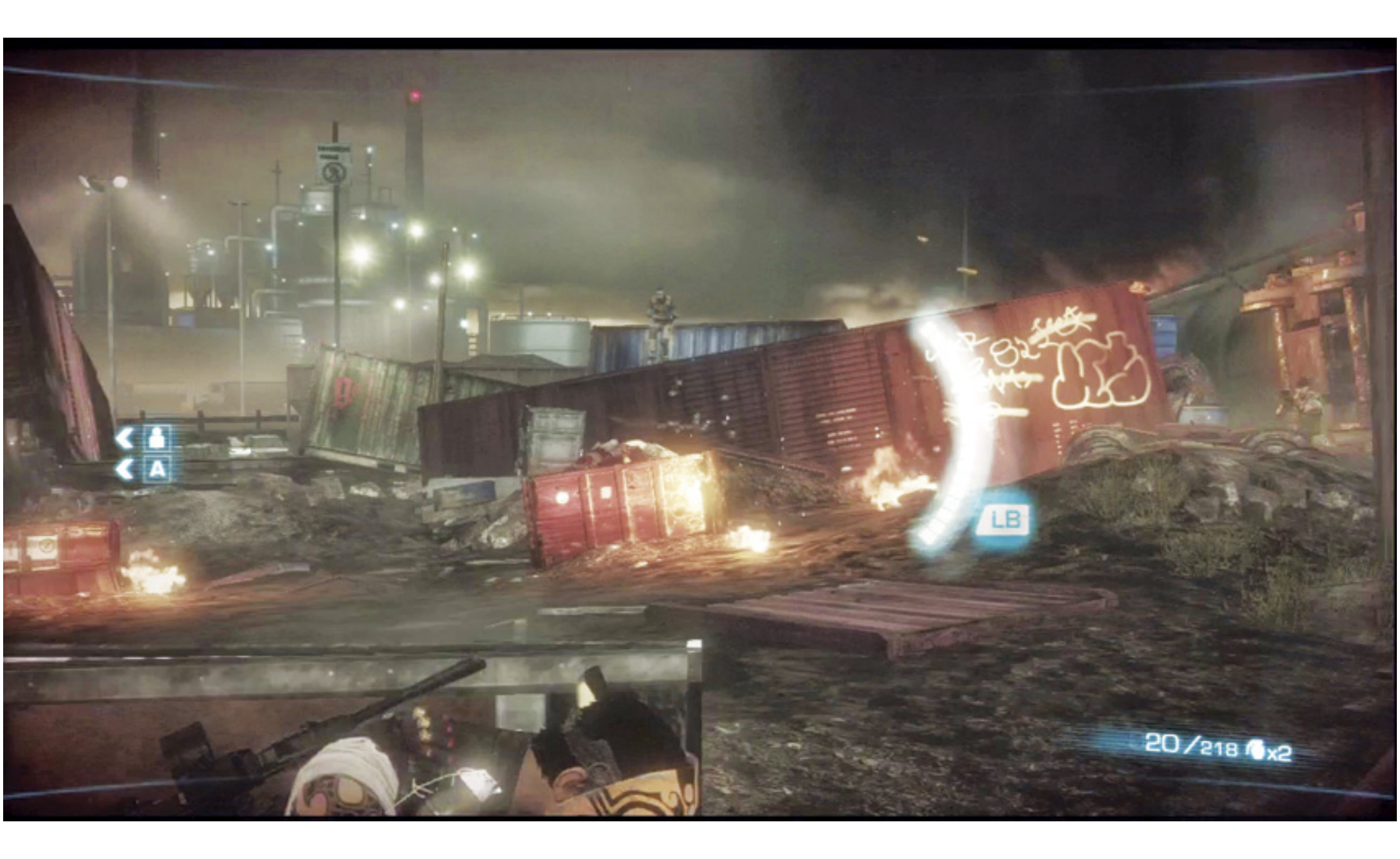




Things are looking pretty bad when you start the chapter. The trainwreck has made a barrier that surrounds you almost entirely. Cartel thugs and mercenaries are climbing over the twisted wrecks of train cars 1 , and you've got limited cover near the wrecked truck. Fiona is pinned down under the truck, but you can't help her until you take down the first wave of hostiles. After the first set of attackers goes down, Alpha and Bravo must fall back to the truck and help lift it off of Fiona. Another wave of cartel members climb over the train cars as soon as Fiona is free.

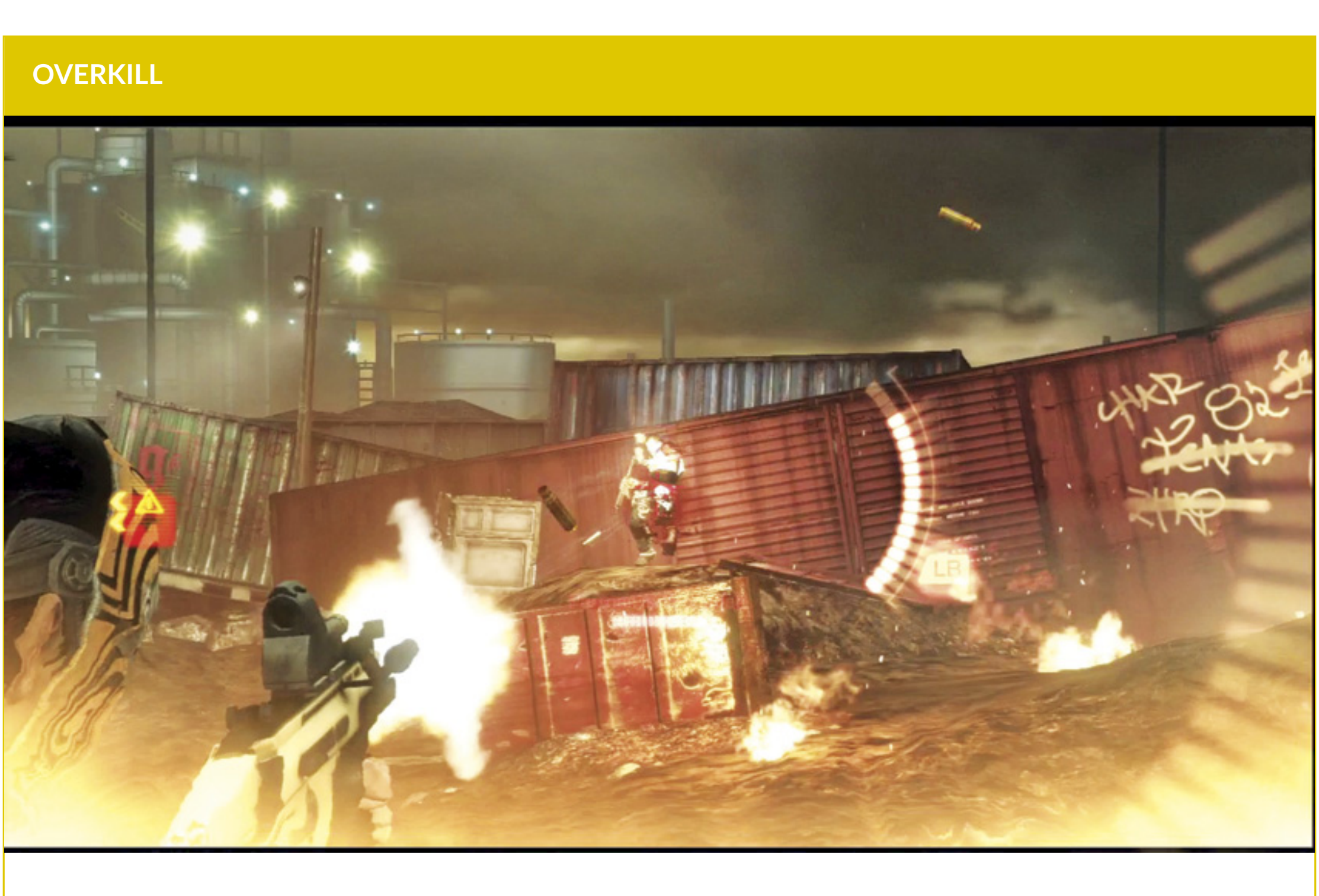




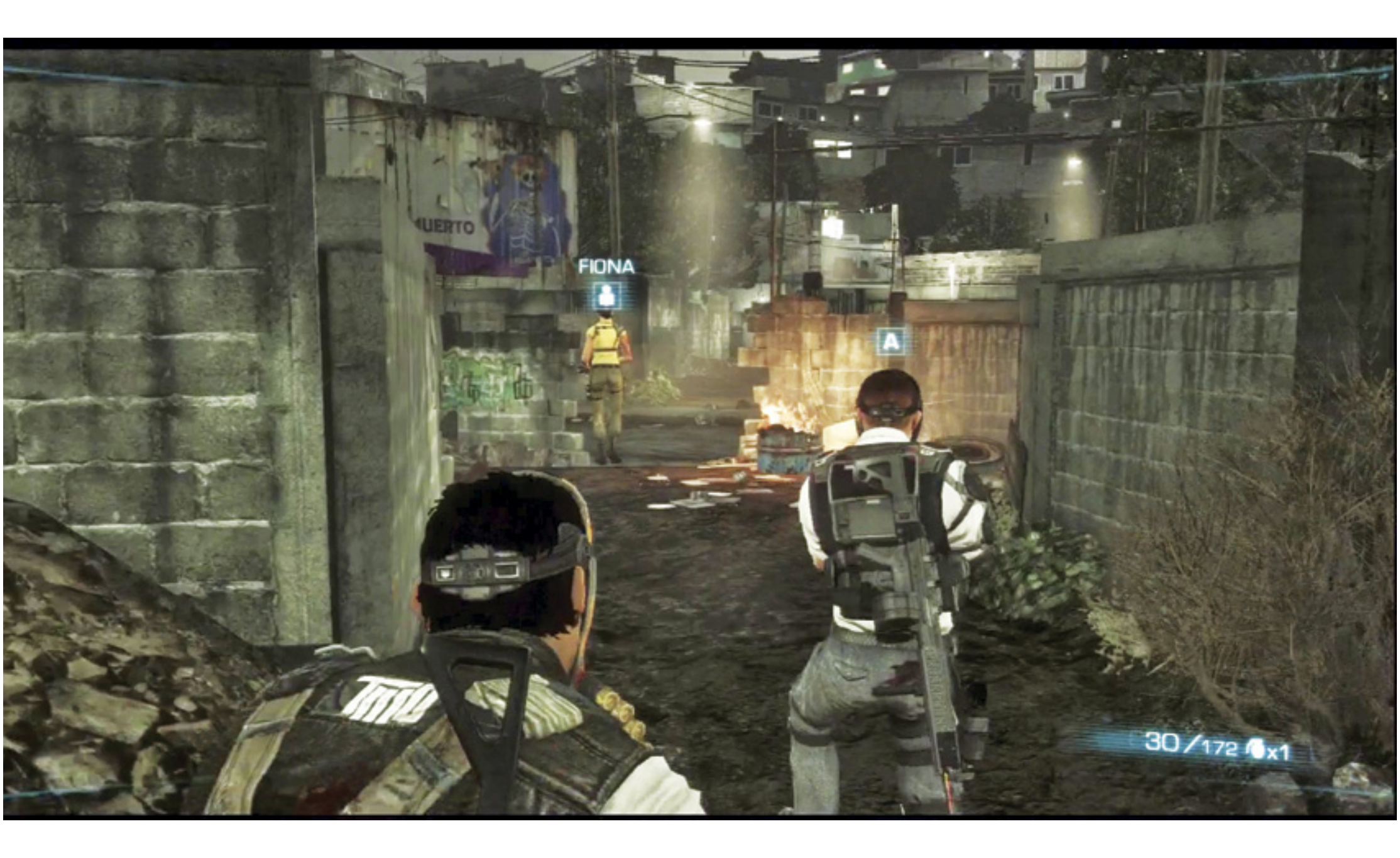


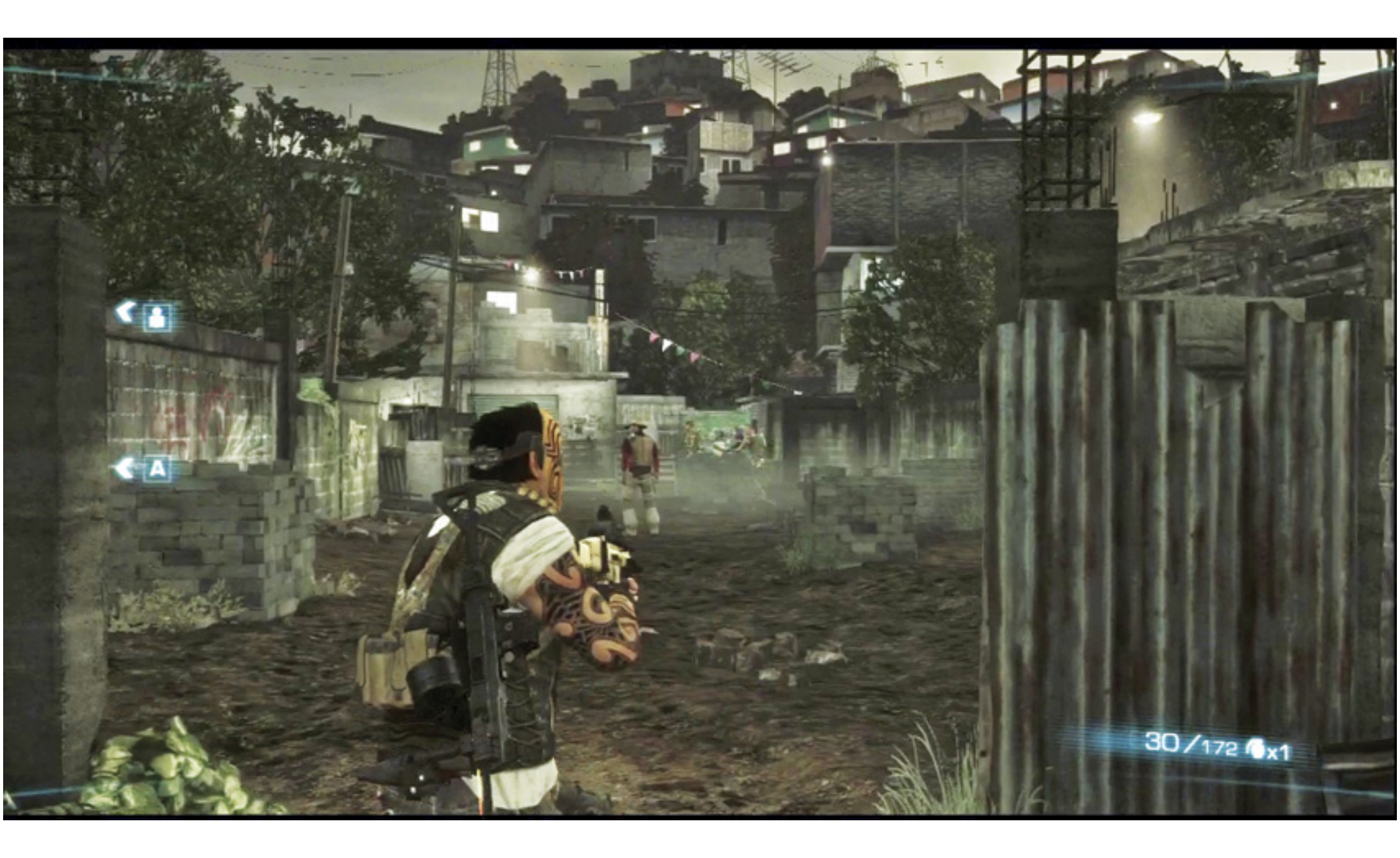
2 3 Eventually, RPG-wielding mercs take up positions on top of the train cars while more hostiles continue to converge on the area. As soon as they are called out, find them and kill them, and then continue taking out the other mercs until the area is secured. Alpha tries to call for assistance from any surviving T.W.O. operatives in the city and learns from Rios that Pike and Bradley are still in the area, but that they are under heavy fire. Head toward the gate indicated on the HUD to escape the rail yard 4 .

OVERKILL

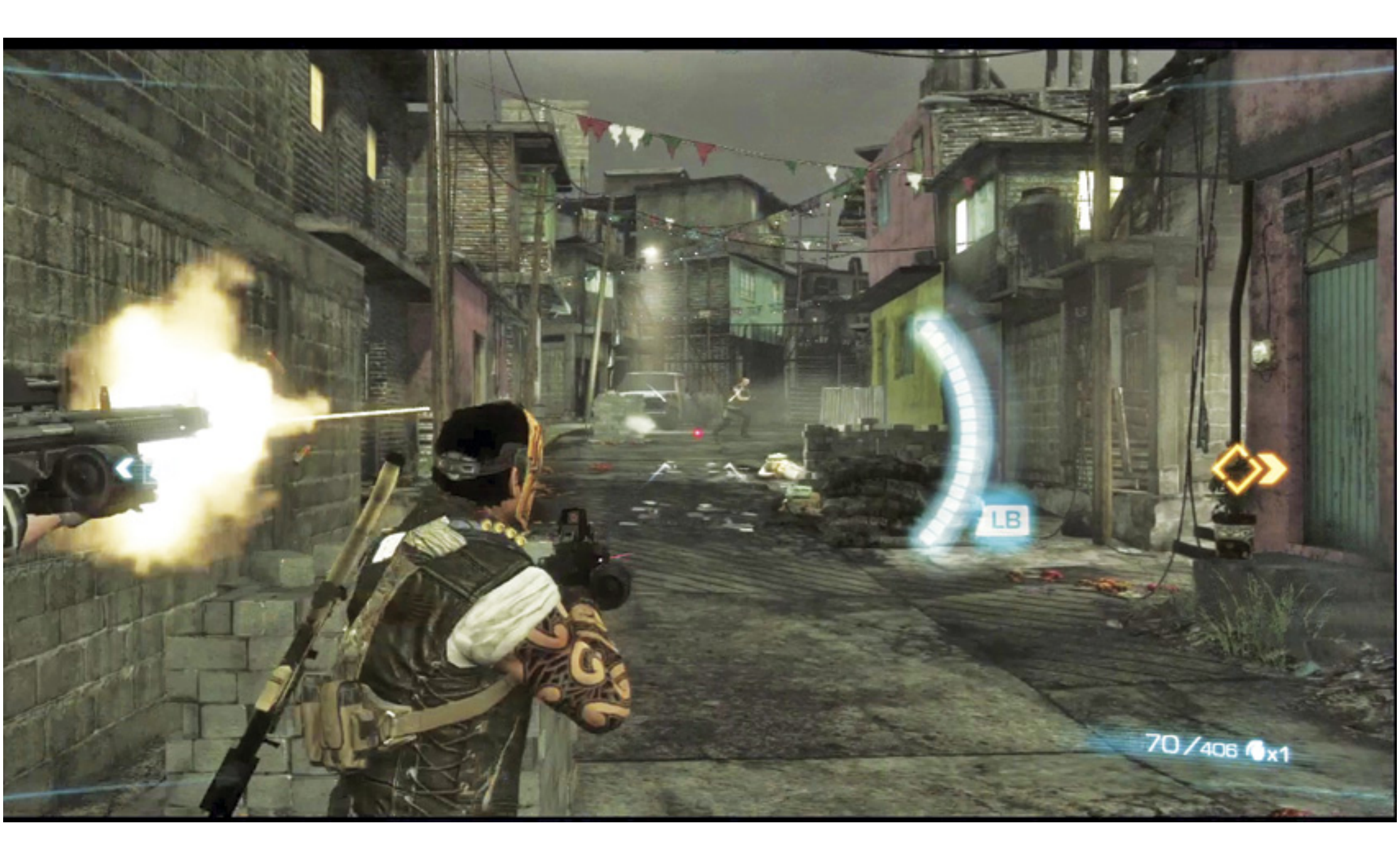


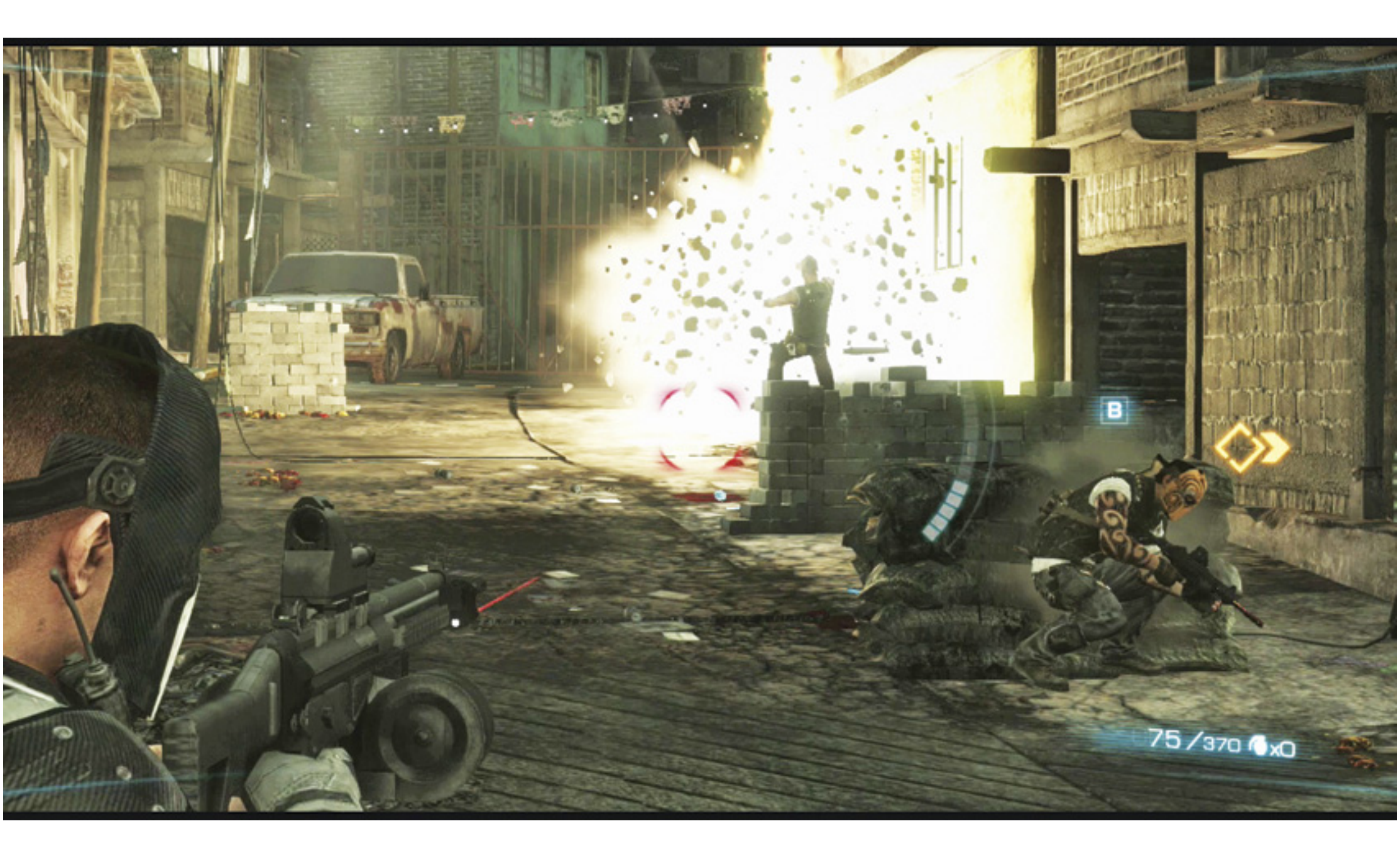
The battle at the rail yard is a great place to use alternating Overkills. It's the most populated battle against the cartel in this chapter.



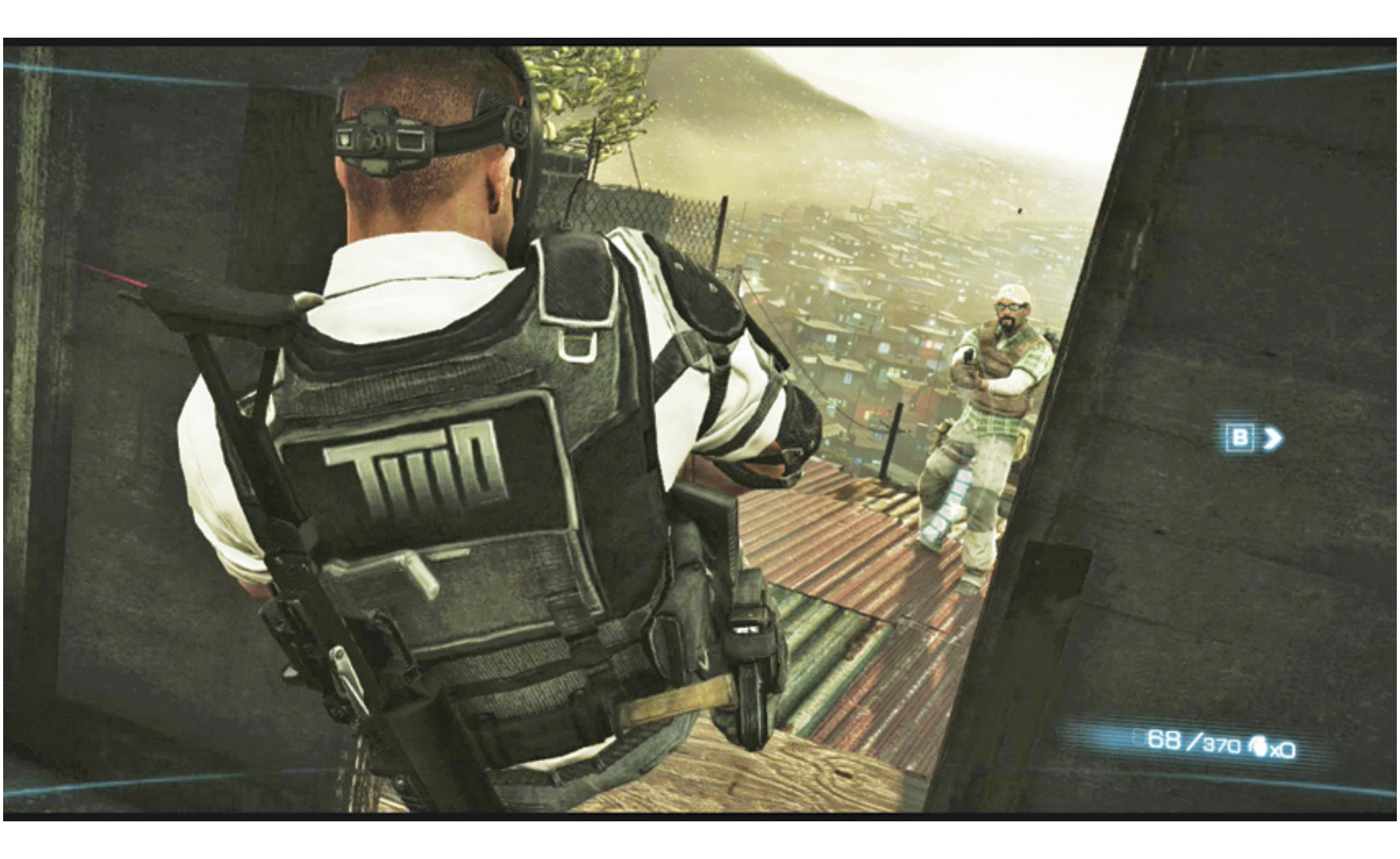


Initially, there are no hostiles as you push through the slums, but you eventually encounter a pair of mercs protecting an alleyway 5 . They start off unaware of your presence, making for easy takedowns. As you walk past their corpses, Fiona splits off from Alpha and Bravo in search of a new truck and some painkillers for her injuries. Alpha and Bravo must boost each other up over a wall to proceed 6 . Pike and Bradley radio in that they have confirmed Cordova's location and are ready to rescue him from the cartel. Alpha and Bravo must now get to the rooftops to take out a sniper nest.

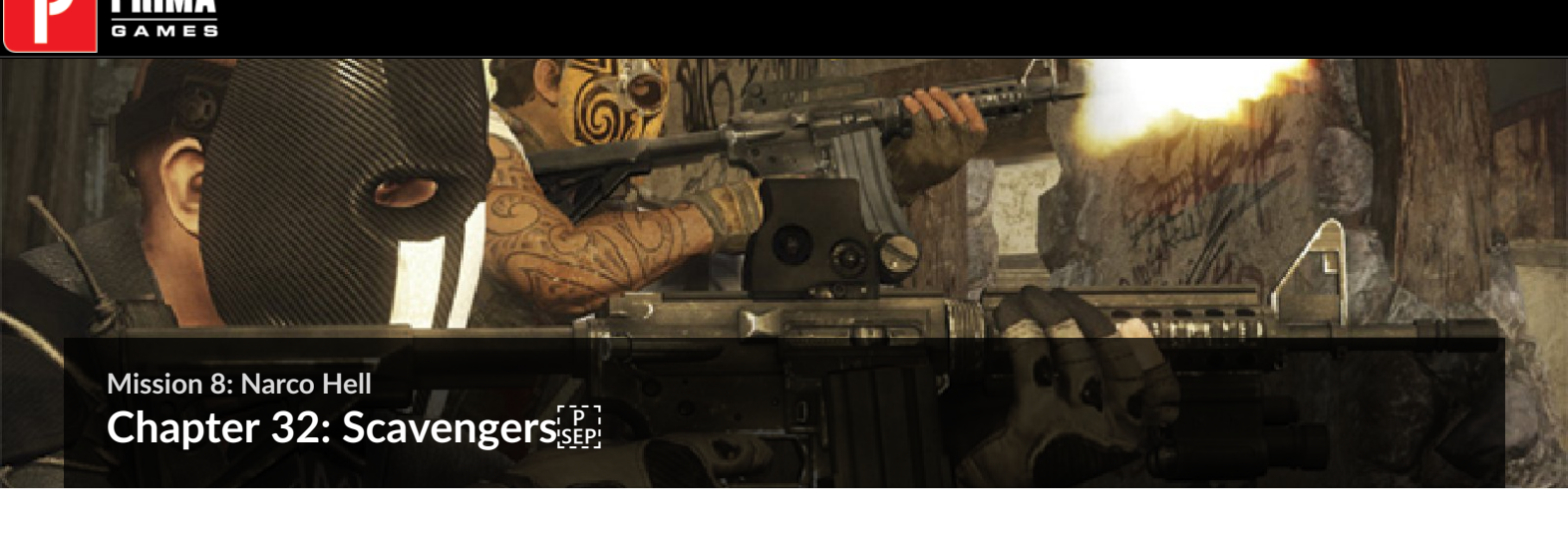




7 A small squad of mercenaries block your climb to the rooftops, but considering what you started fighting against, this is almost pedestrian in nature. Eliminate them and climb up the indicated stairwell 8 . You will eventually locate an entrance to a small room 9 where you hear the attempt to rescue Cordova go down over the radio. Pike is KIA, but Bradley has secured the mayor and needs you to provide sniper cover.

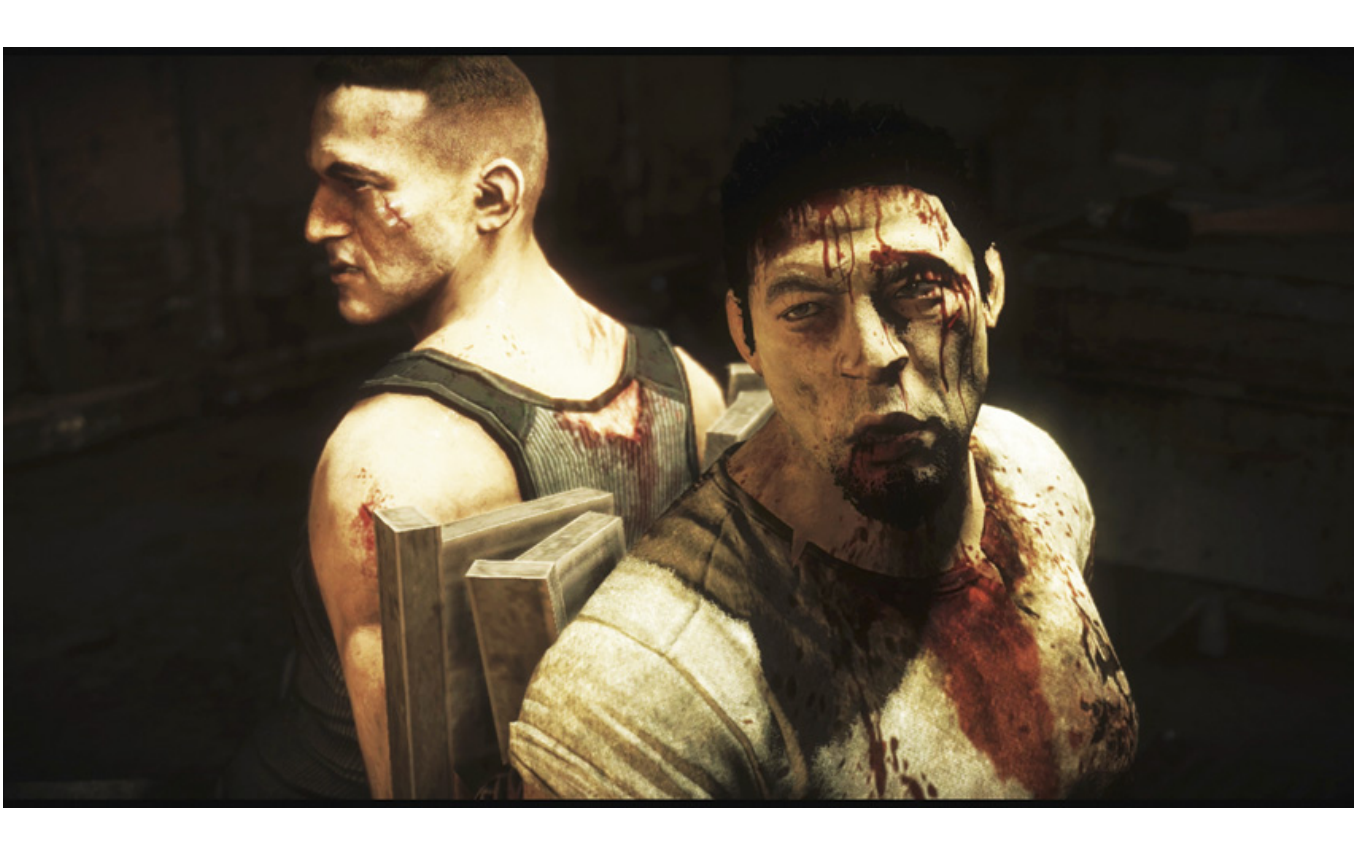


10 Two snipers man the rooftop nest just outside of the small room. Kill them to end the chapter.



Mission 8: Narco Hell

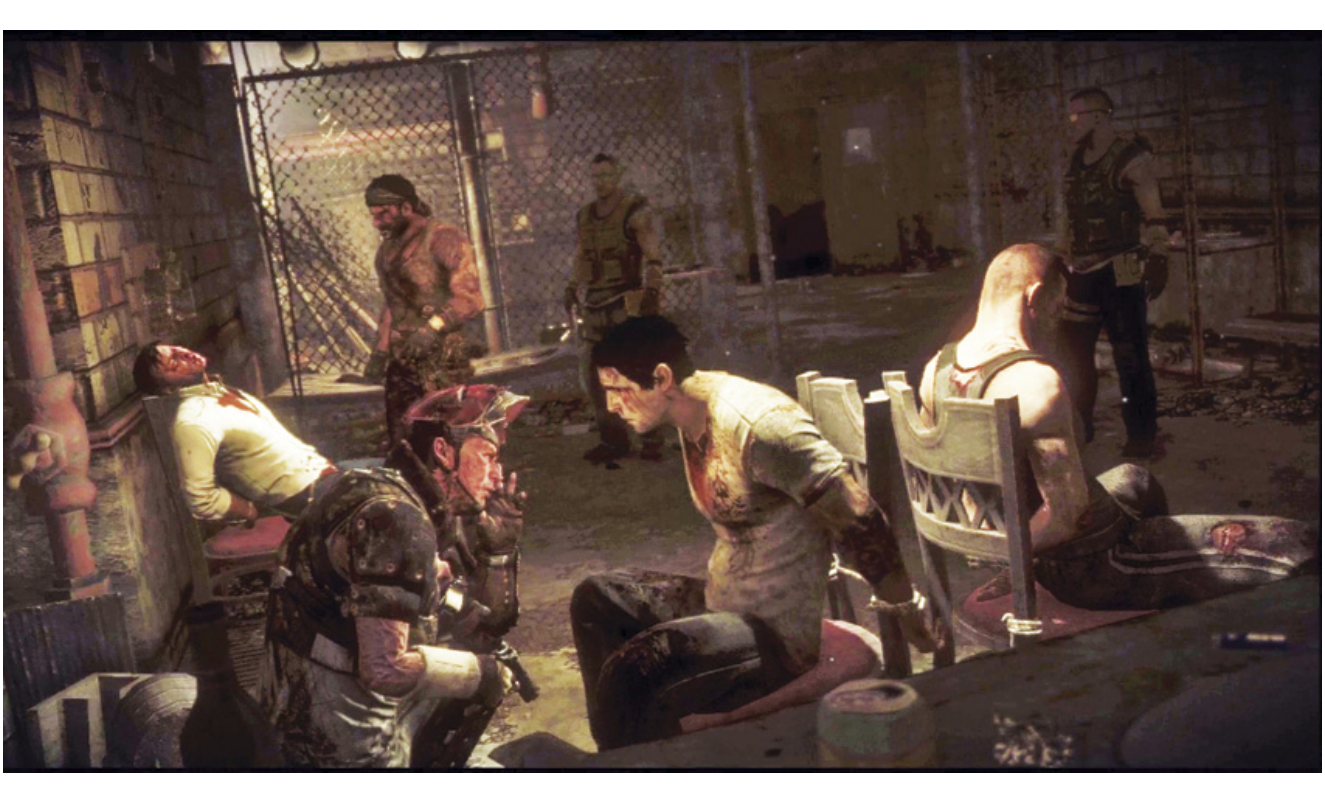
Chapter 32: Scavengers

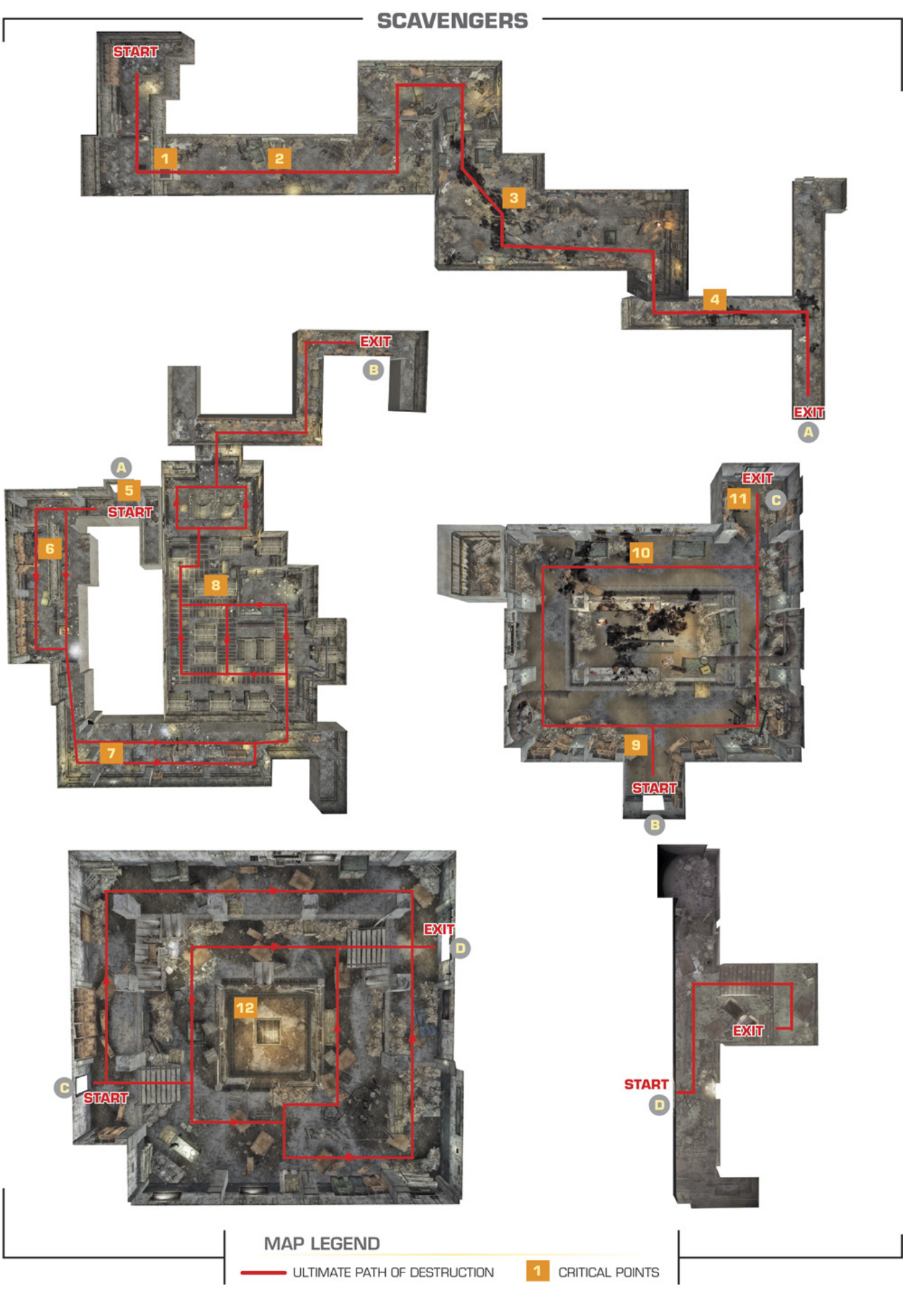


Captured. Stripped of their weapons and equipment. Tortured for hours on end. Alpha, Bravo, and Mayor Cordova have landed in a hell only La Guadaña's "finest" could craft. They have been spared death to drag out the suffering, but it seems that time has ended.

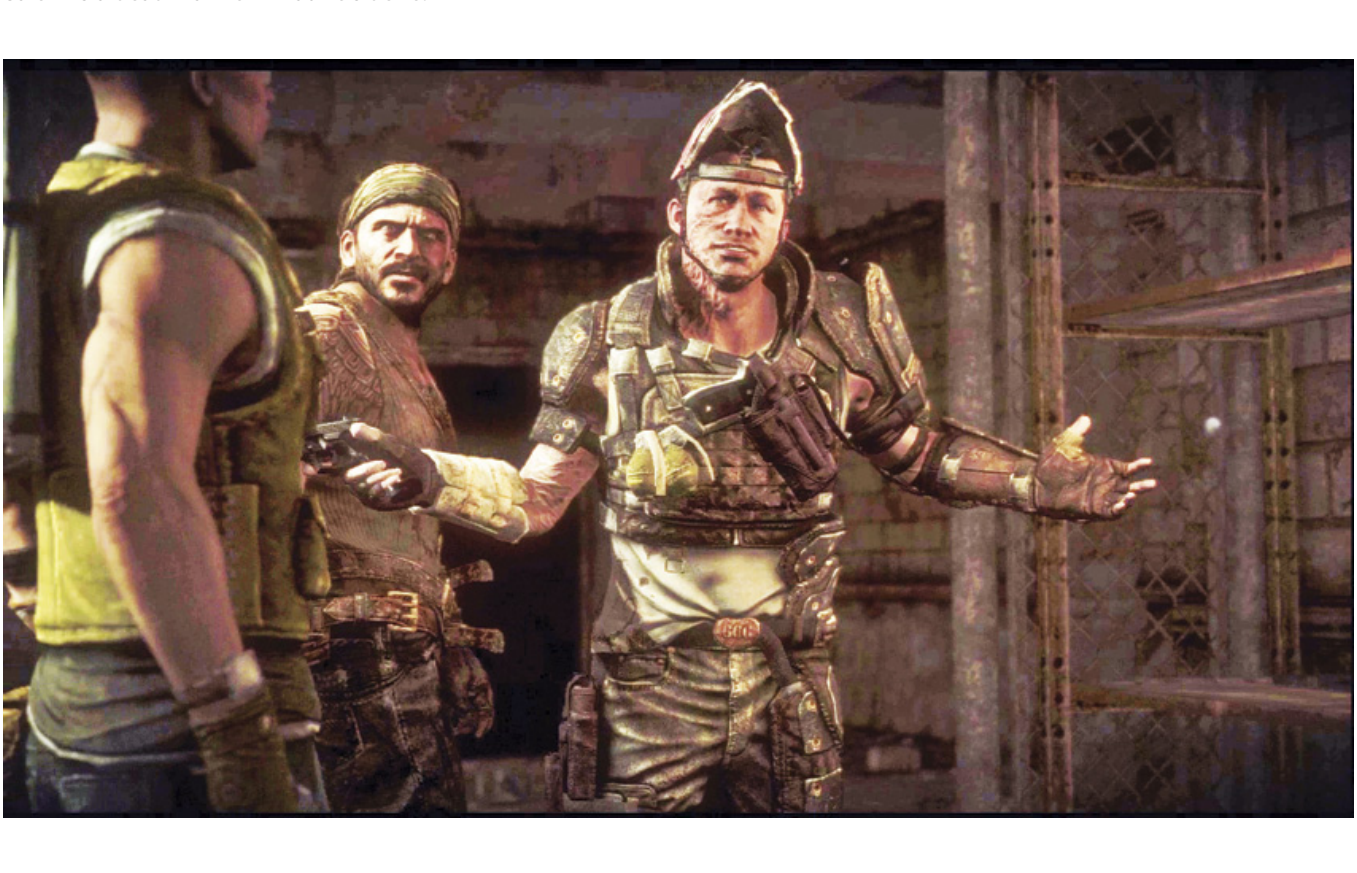
El Diablo has come for them, and he has an intensely personal reason for being here.

Chapter 32: Scavengers

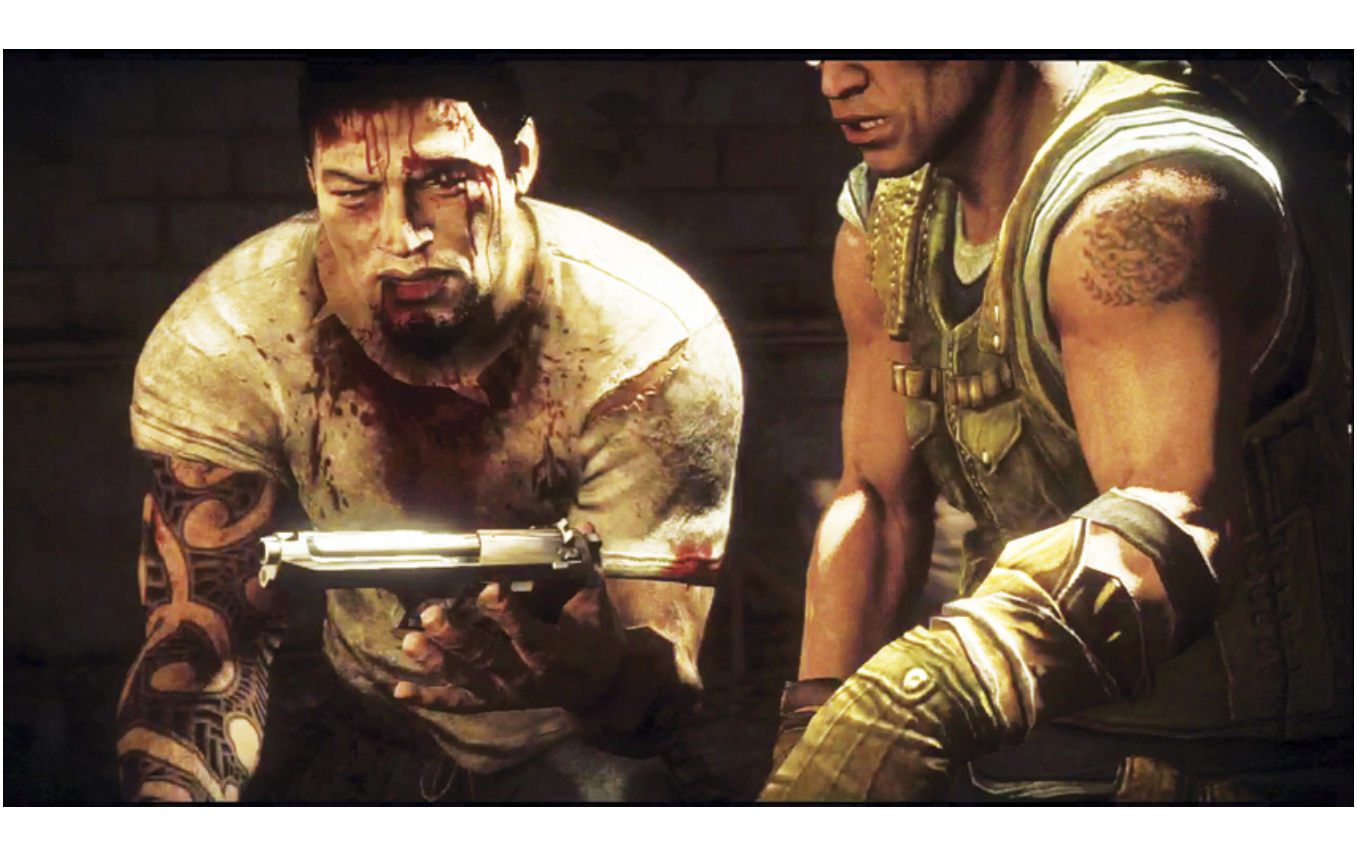




El Diablo reveals his true identity to Alpha and Bravo: Eliot Salem. Surviving the mission five years before, Salem was ironically hired by Esteban Bautista, whom he describes as being more generous to him than his own former comrades. Salem plans to completely destroy all of T.W.O. for their betrayal, and considering recent events, he's on a roll so far. Alpha promises that Salem is a dead man for what he's done.



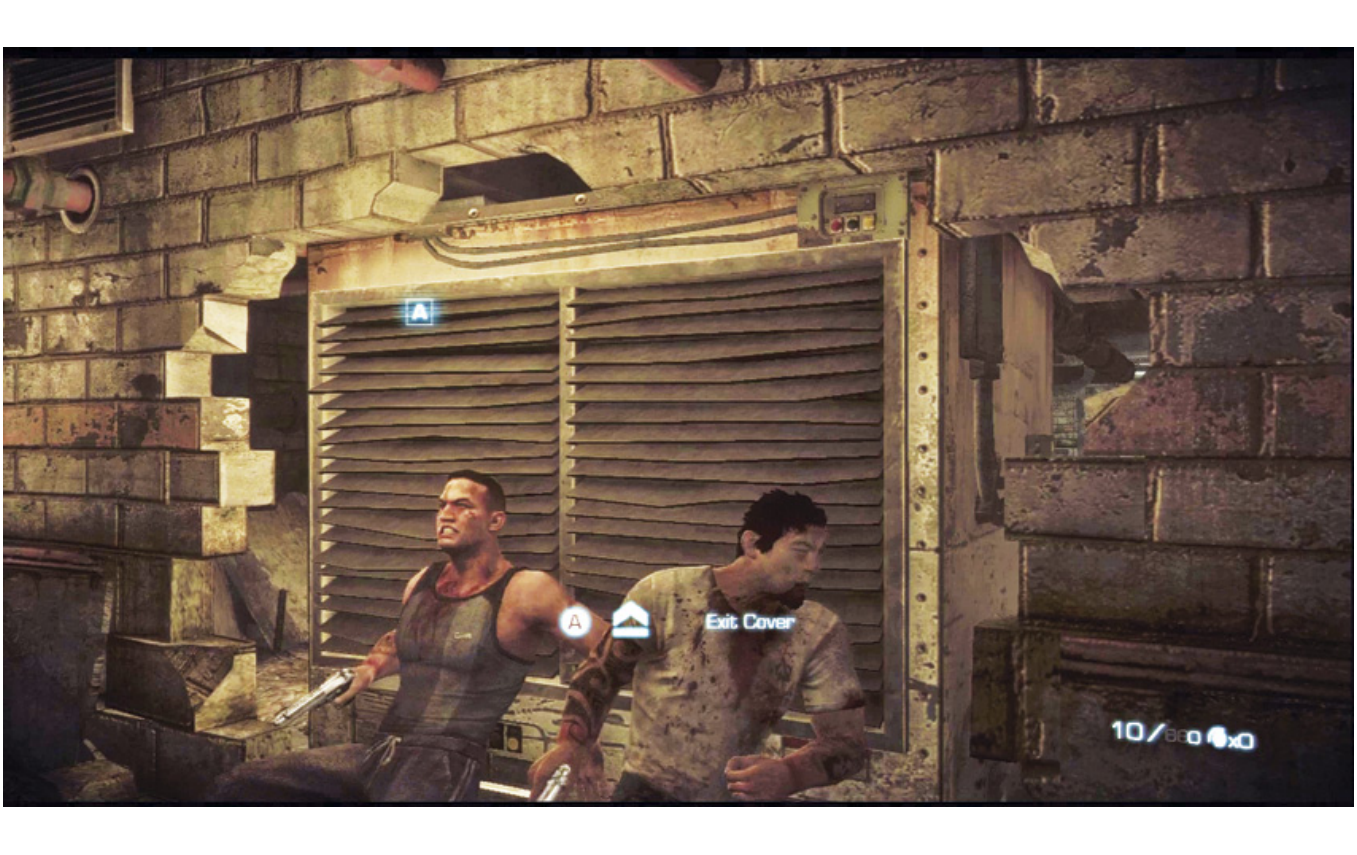
"Of course I am."

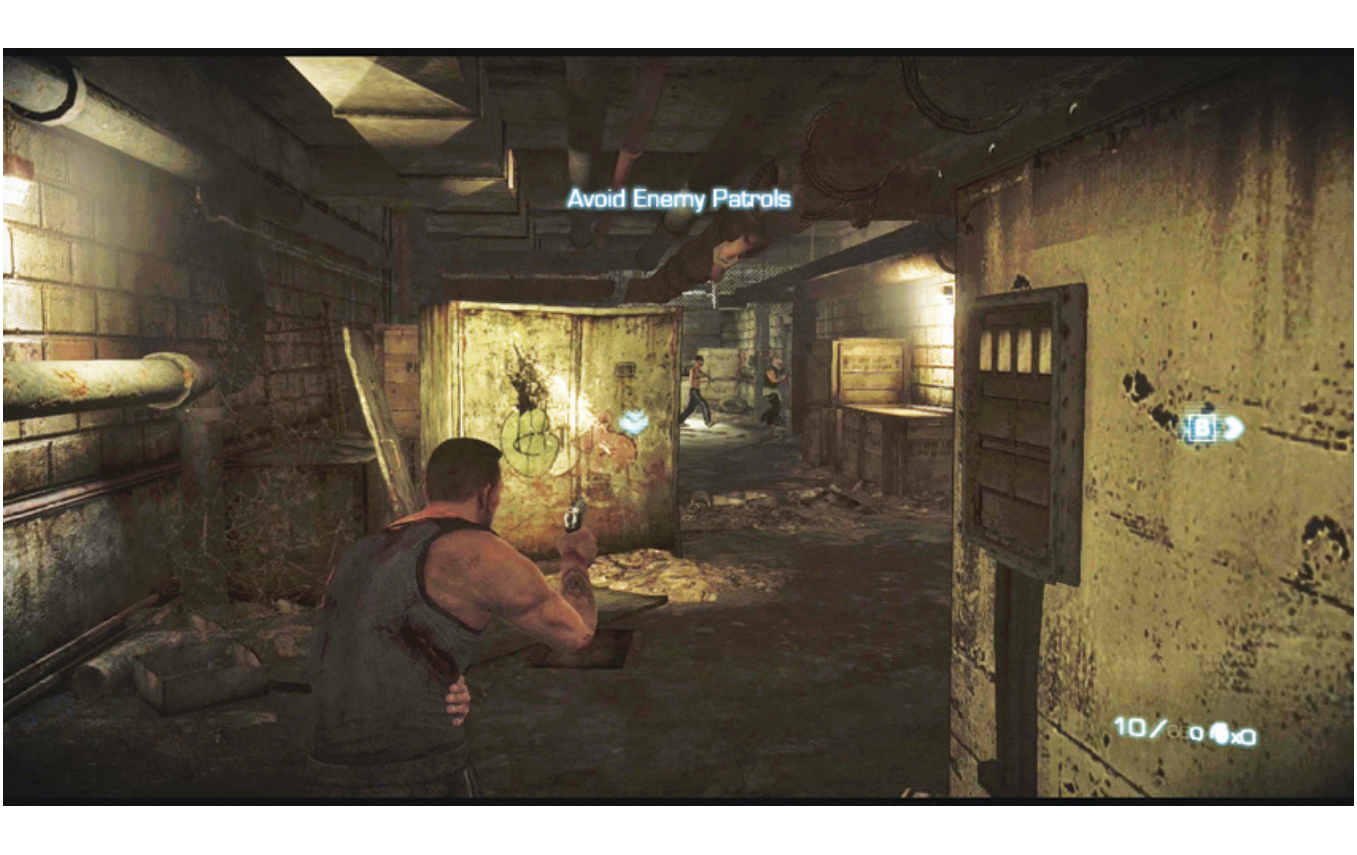


El Diablo is called away by reports of a sudden attack on the cartel hideout, leaving Alpha and Bravo alone with two mooks. Predictably, these guys are too incompetent to live, and Alpha and Bravo manage to break free and kill them both. It's time to get the hell out of here.

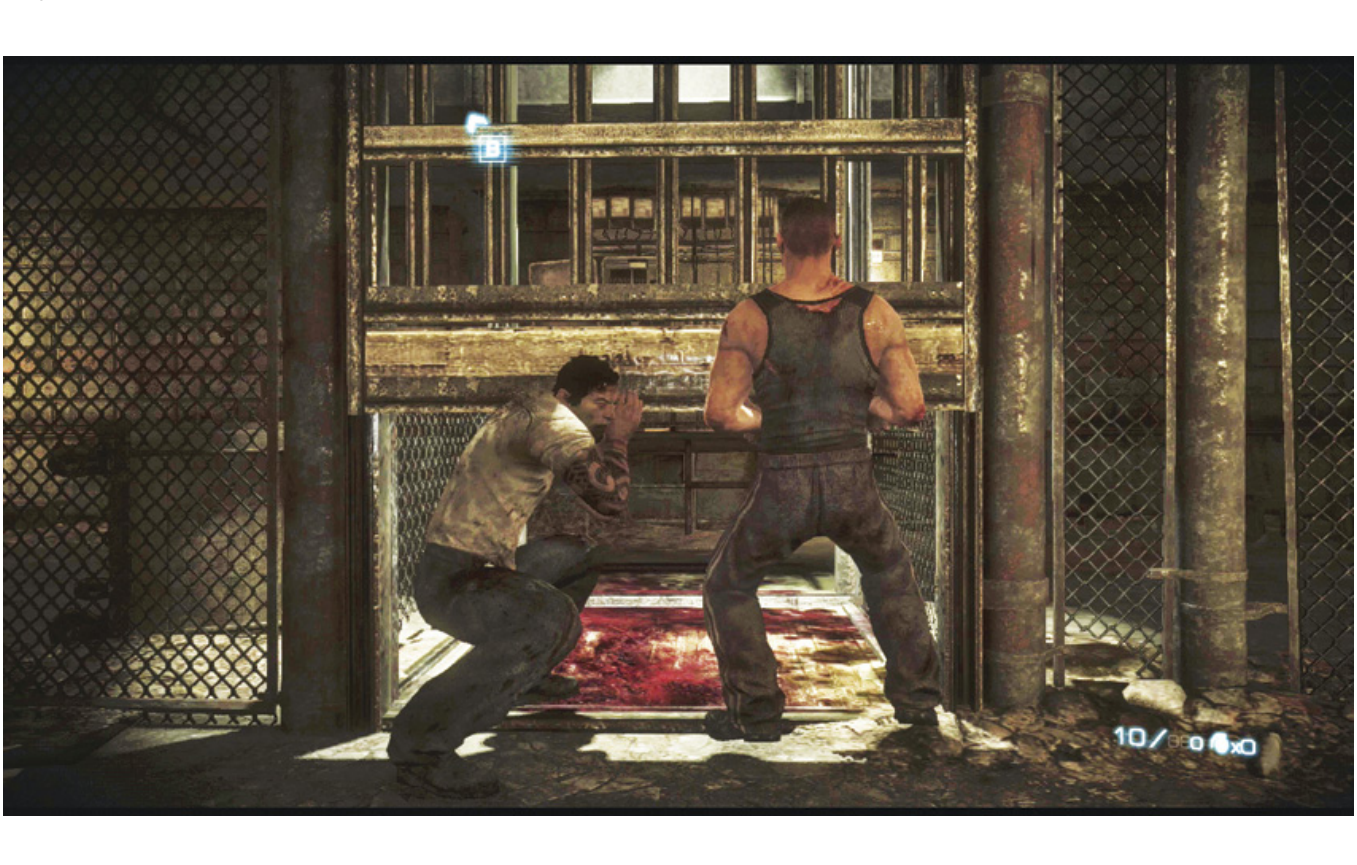
Caution

For the next chapters, you will not have access to your Armory loadouts. You will have to make do with a pistol. Also, without your masks, the majority of your HUD is disabled. You'll have no idea when your Overkill meters are full.

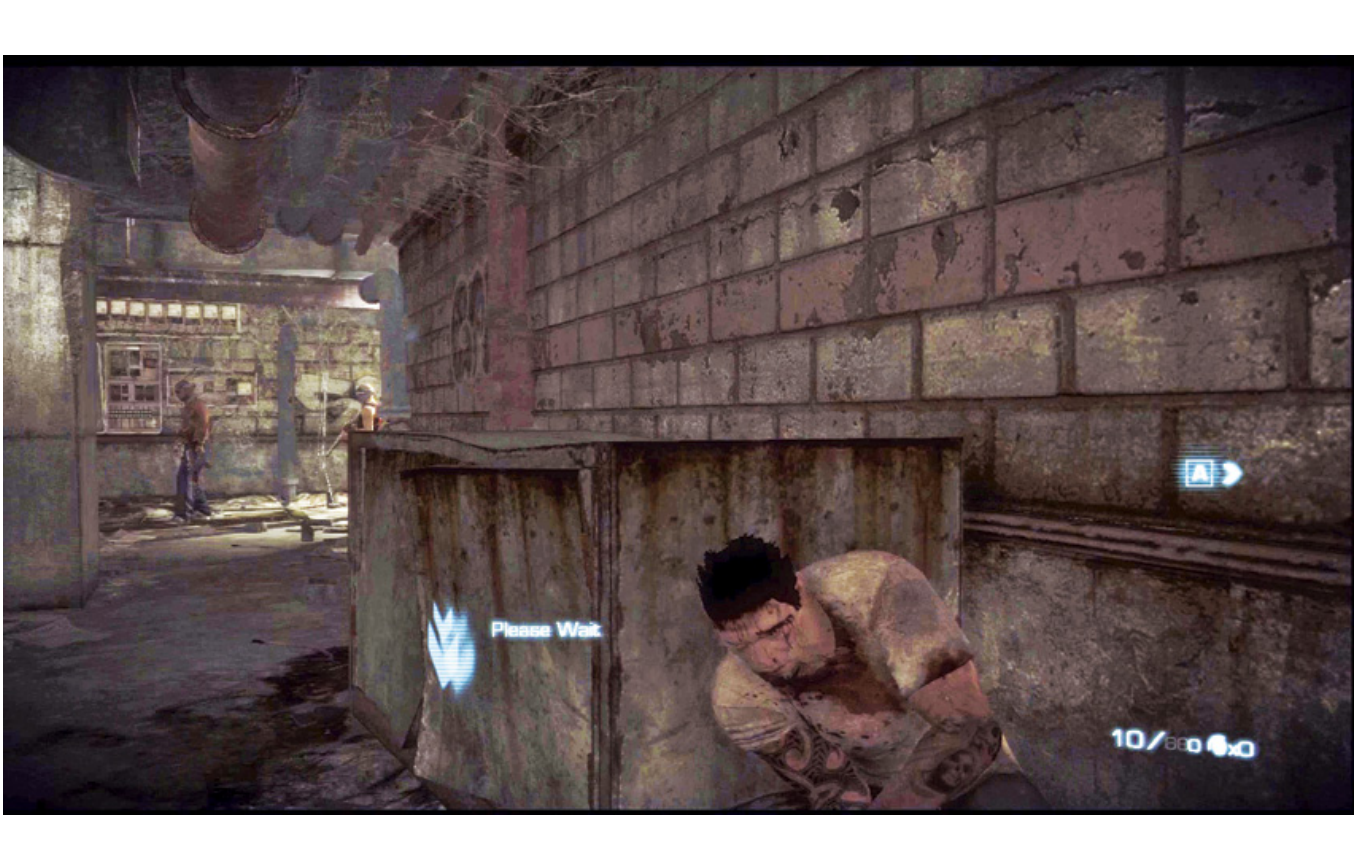




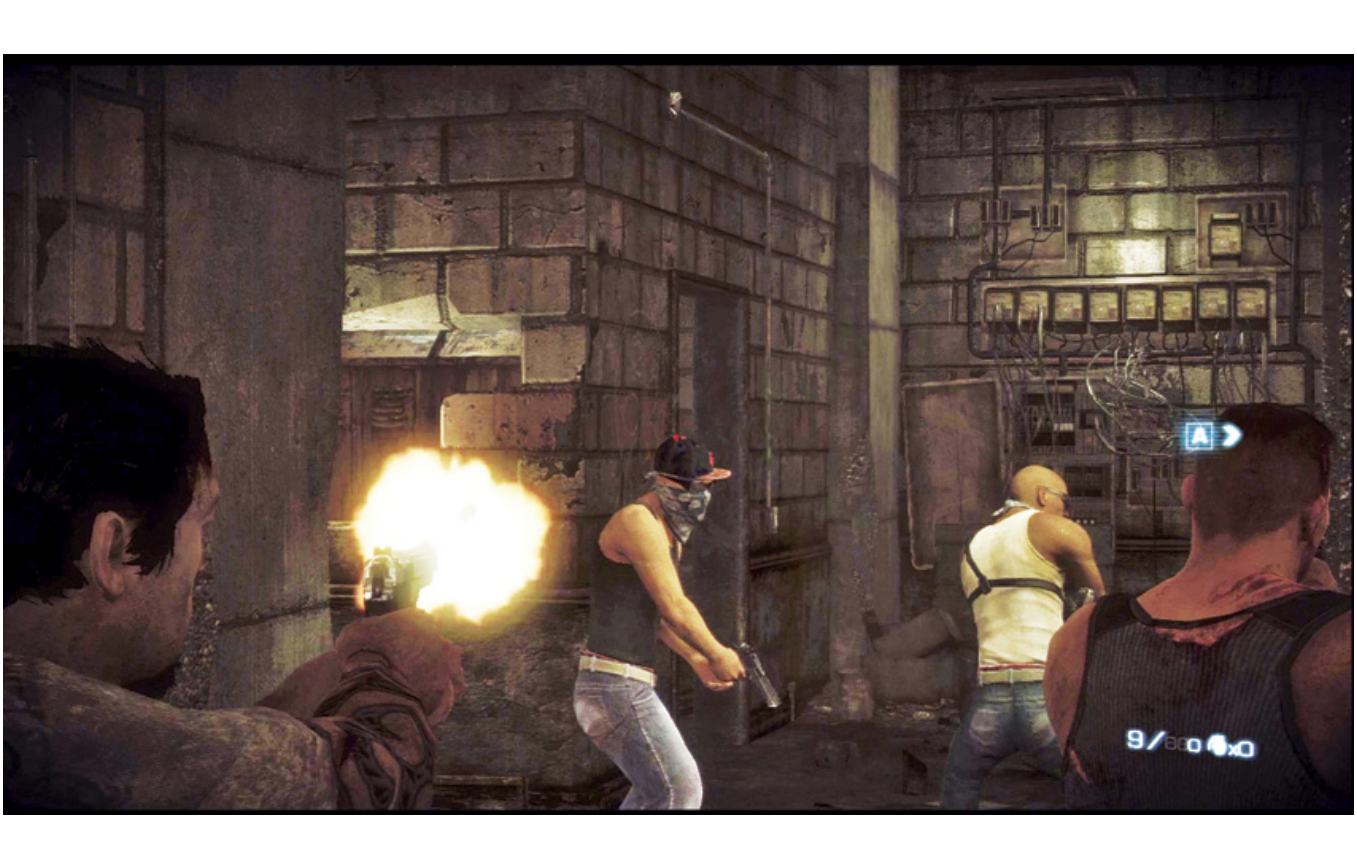
1 Your first order of business is to escape the interrogation room. Push aside the AC unit, and then make sure that the outside patrol doesn't see you 2 before continuing onward. Do NOT engage this patrol! You only have a pistol, and the moment you make any noise you automatically fail the mission. Don't worry, you'll have your chance to liven things up again very soon.



3 After evading the first patrol, work your way through some empty corridors until you reach a gate. Alpha and Bravo must lift it together in order to proceed.



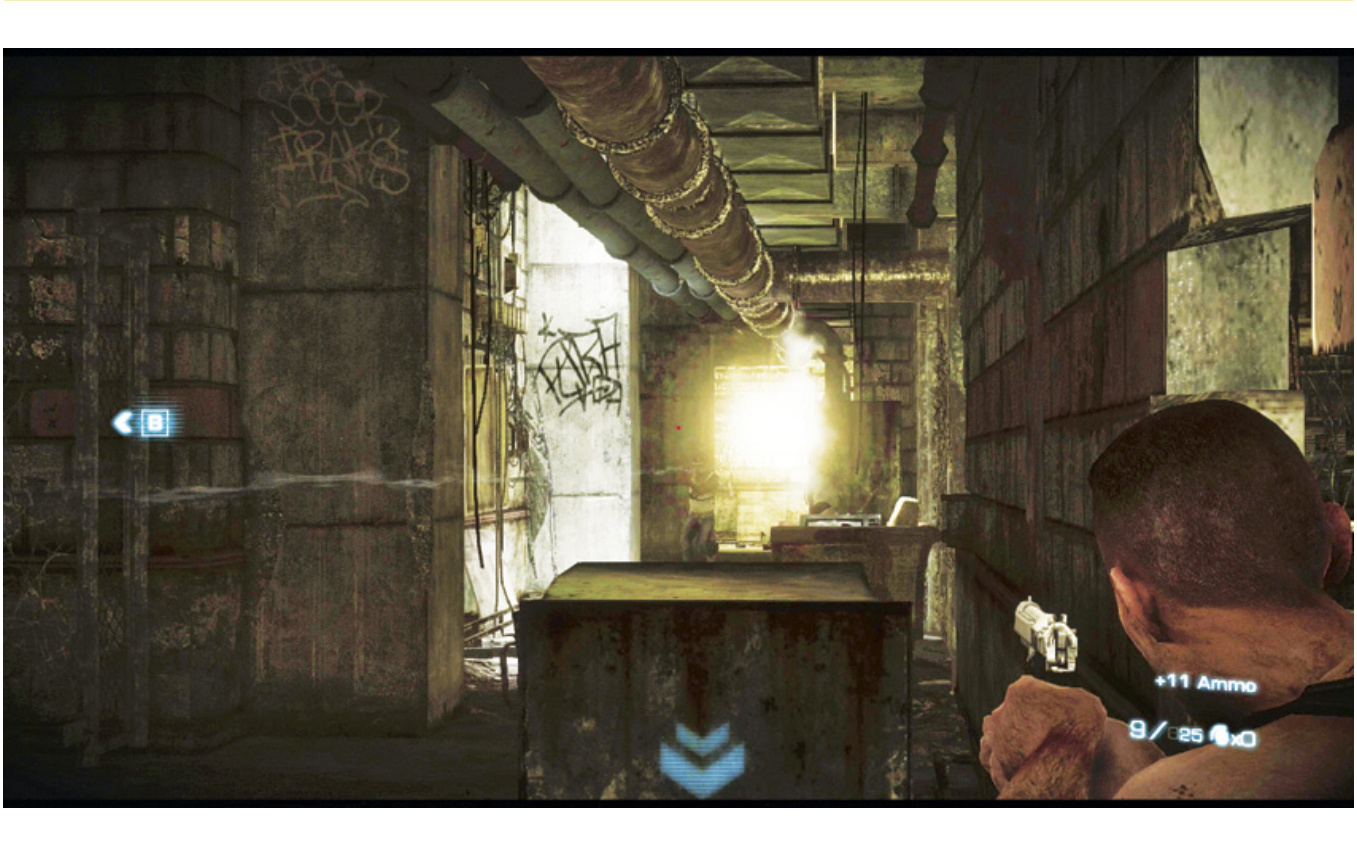
4 You encounter a much larger cartel patrol not too far from the gate. Stay hidden and quiet, and wait for the all clear before proceeding in the direction that they came from.

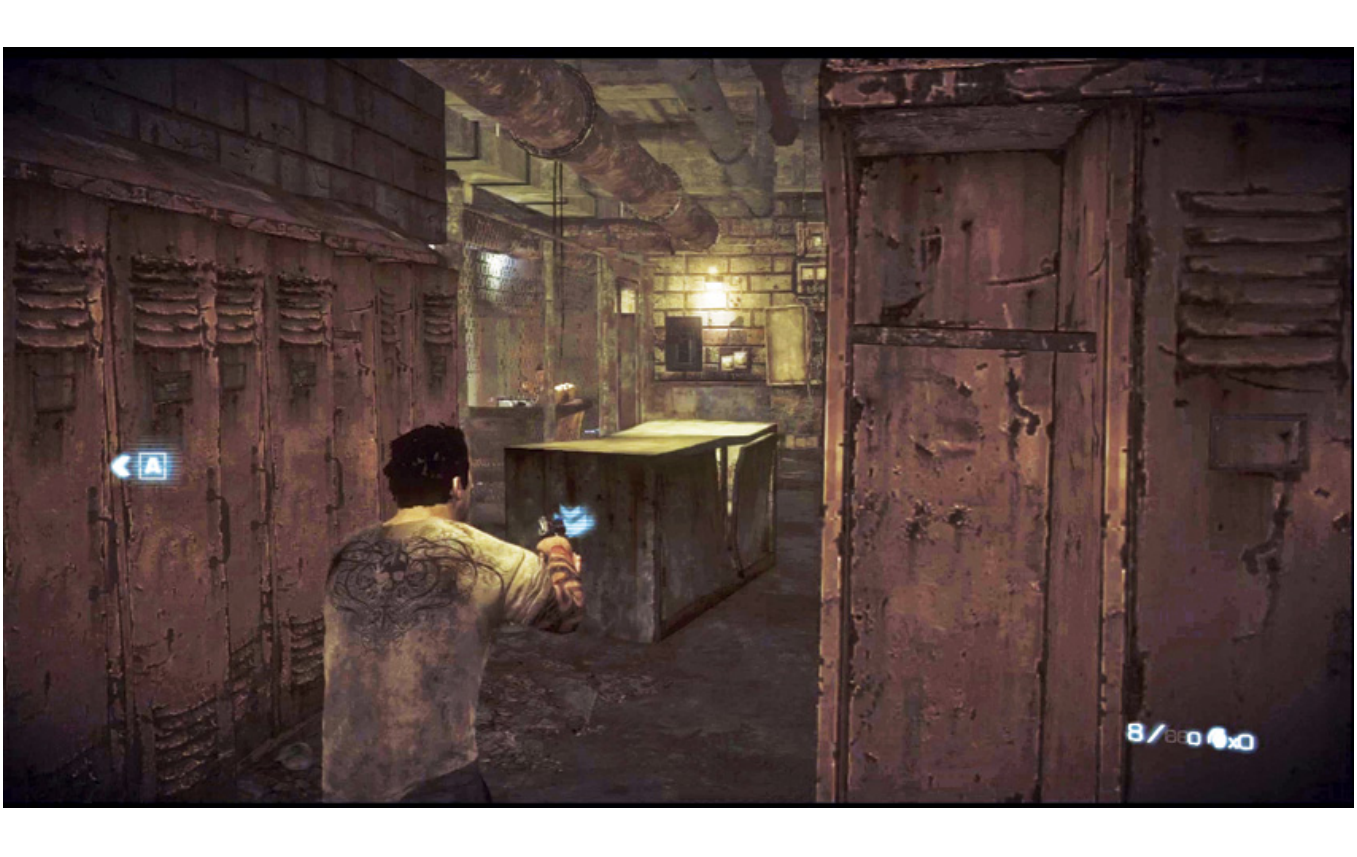


5 Unfortunately you run into a pair of guards who will not leave their positions. They fail to notice your presence, so drill a couple of bullets into their heads. The fight is on.

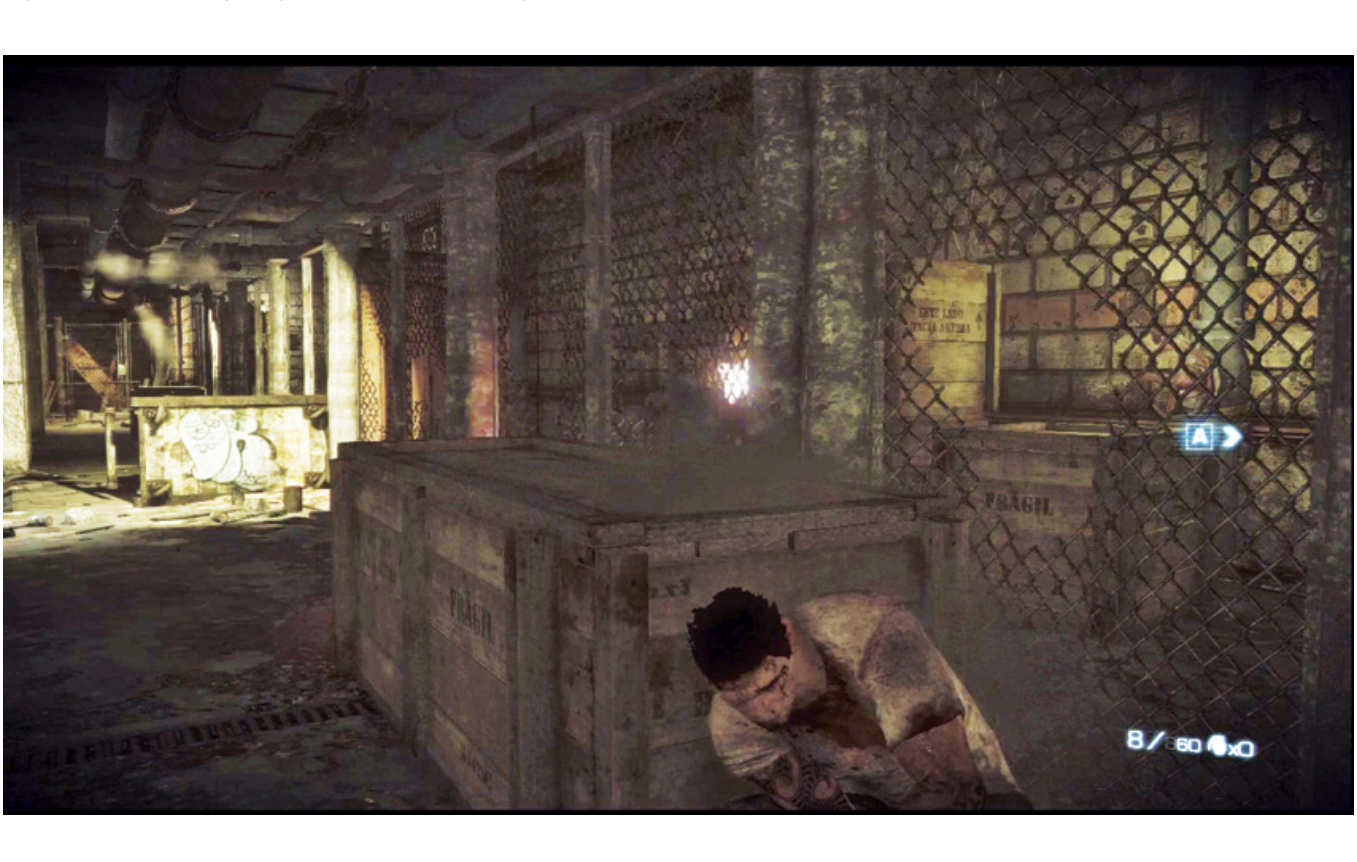
Suggested Armament

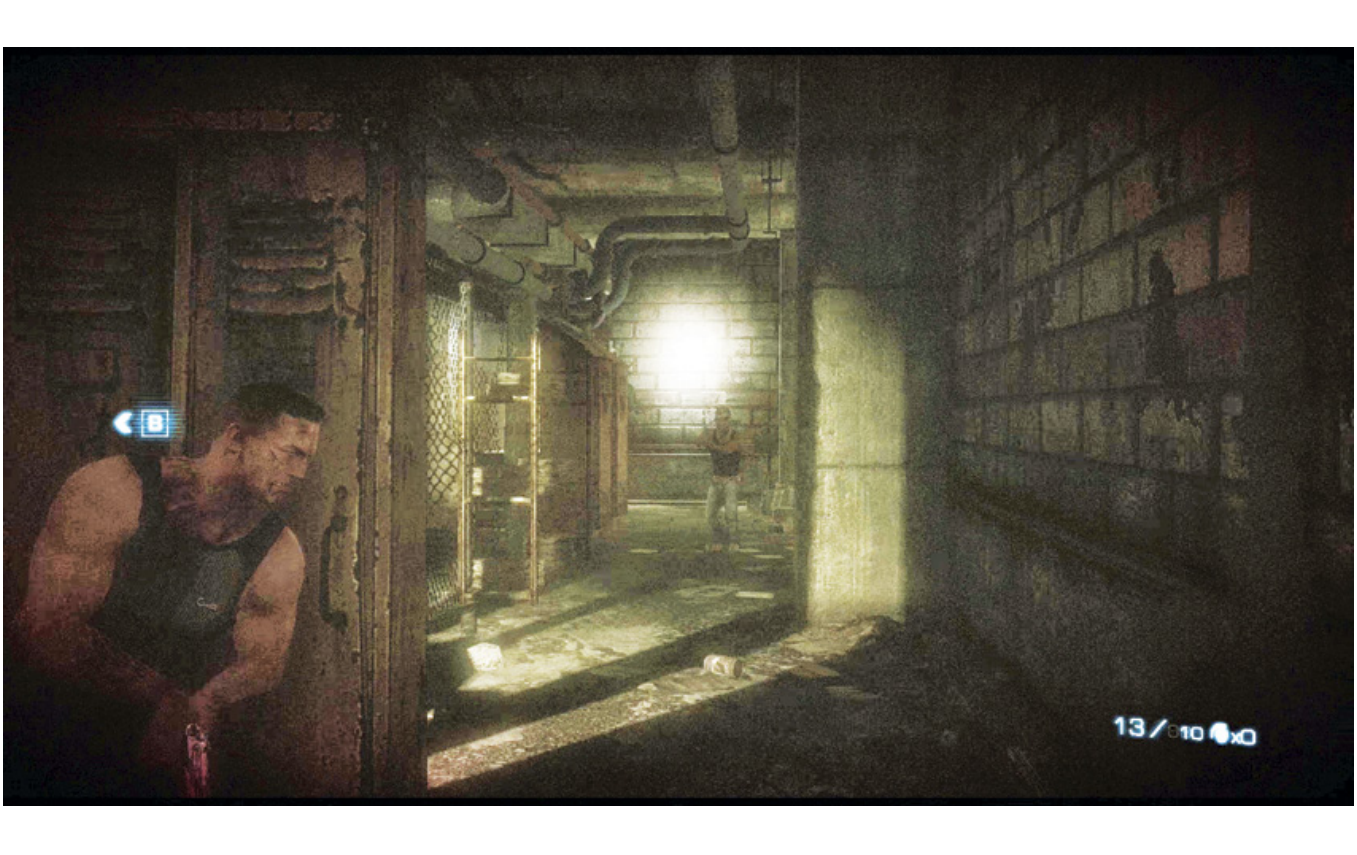
You'll have to work with whatever guns and ammo you can find, and for now the enemy is exclusively using pistols. If you can get your hands on a Falcon .50 from a dead thug, you'll have one of the most powerful pistols in the game.



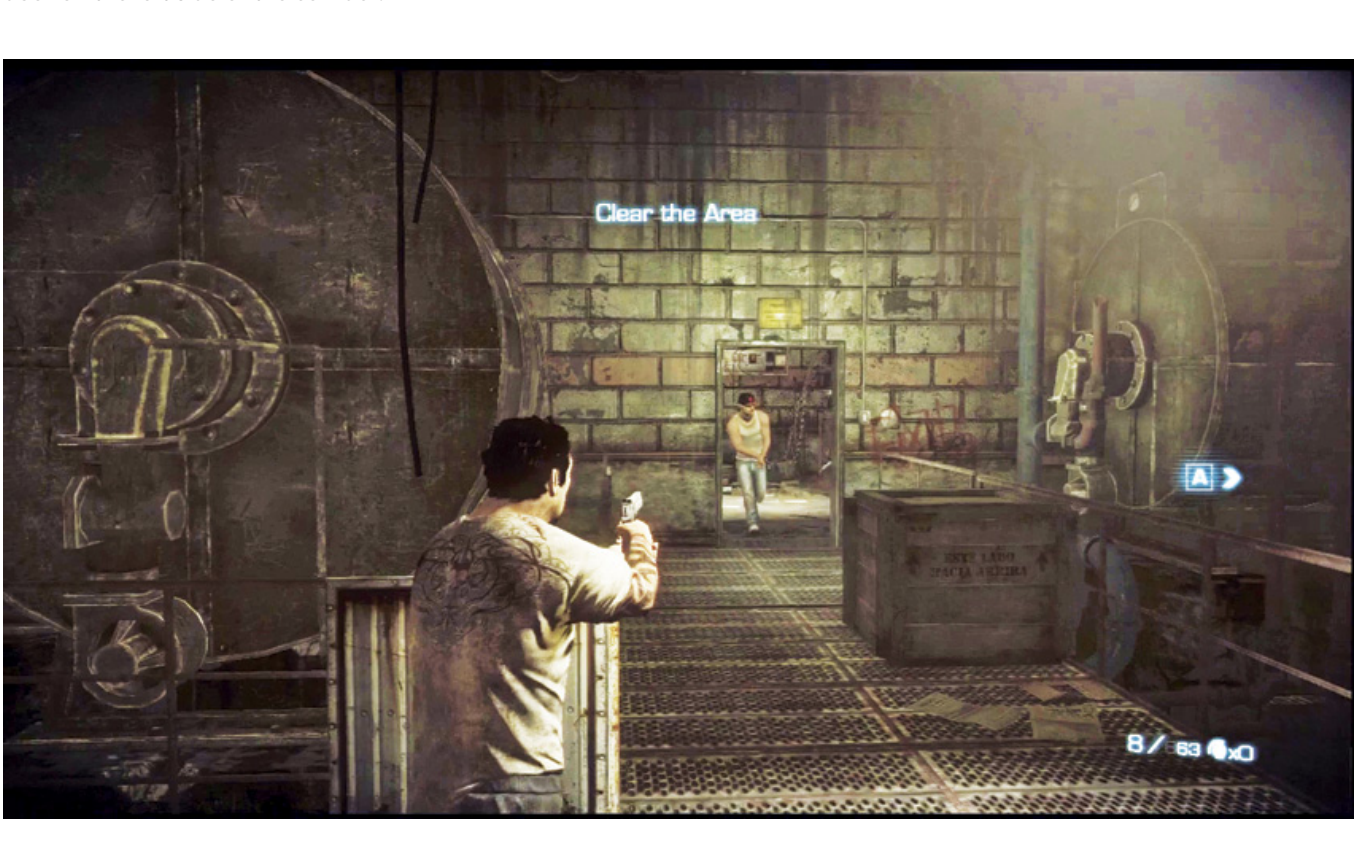


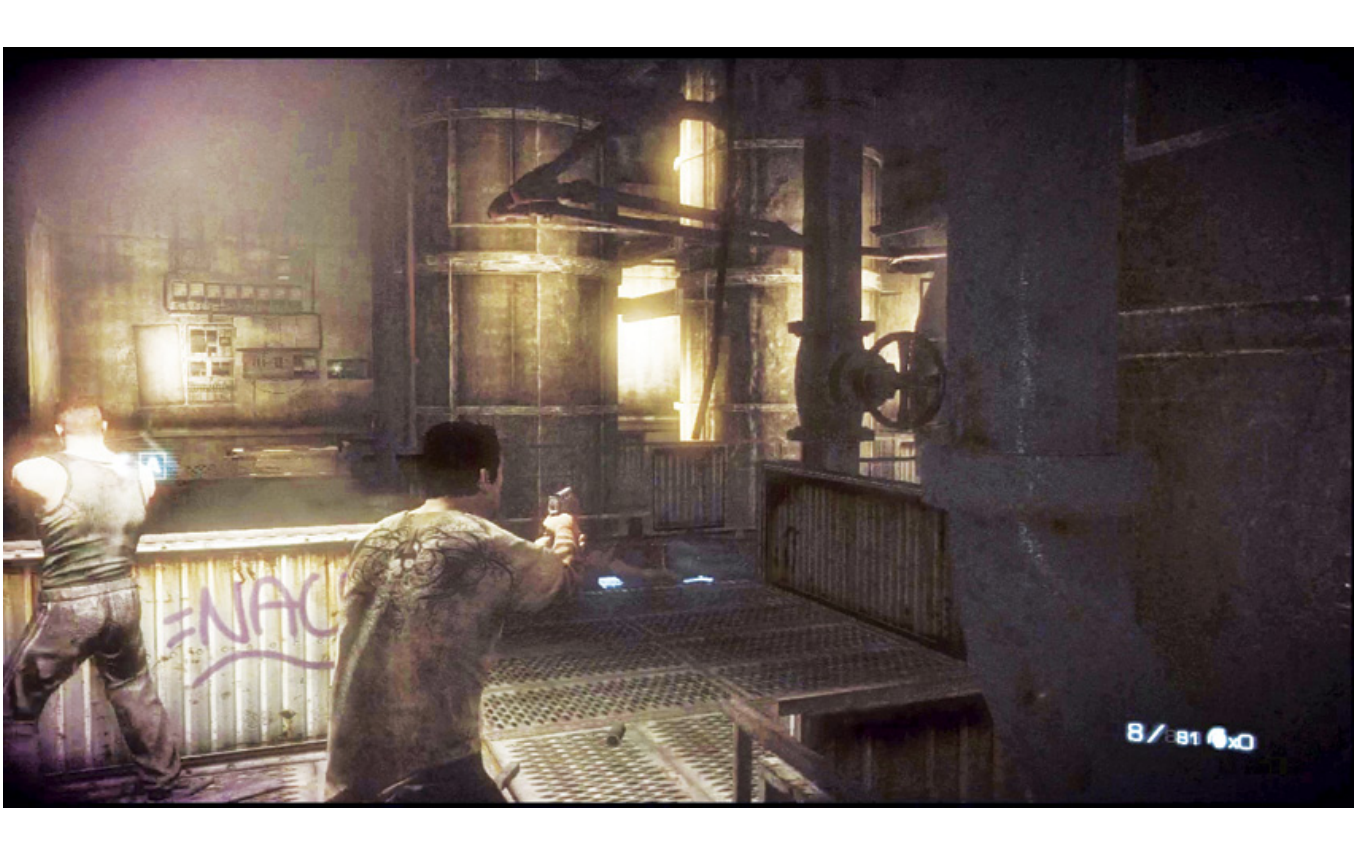
6 The corridor to the left of the first two guards gets swarmed by a squad of cartel thugs. You start with very limited ammo, so make your shots count. Aim for the head. The corridor is divided into two thin halves for much of its length, which allows Alpha and Bravo to split up and concentrate on specific threats.

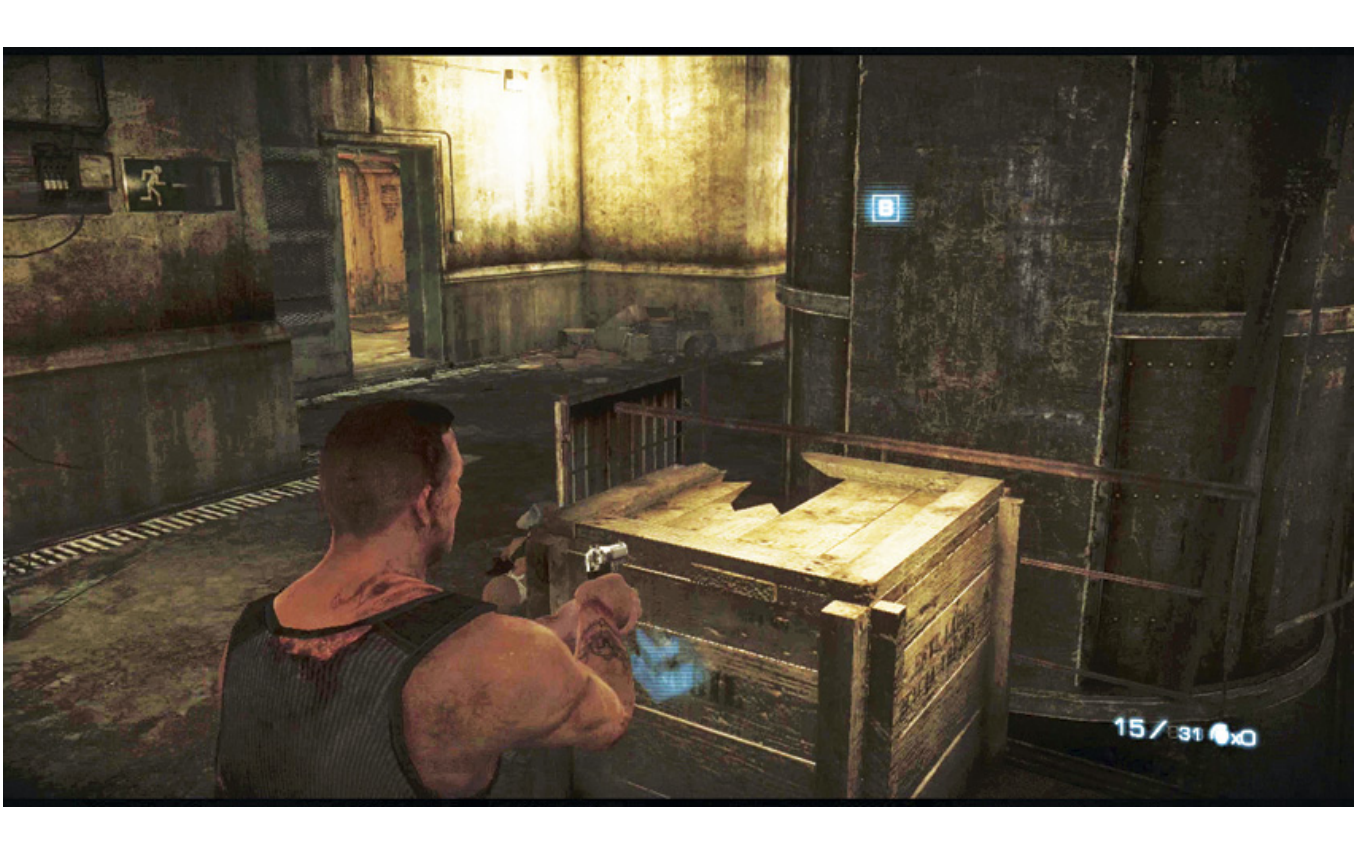




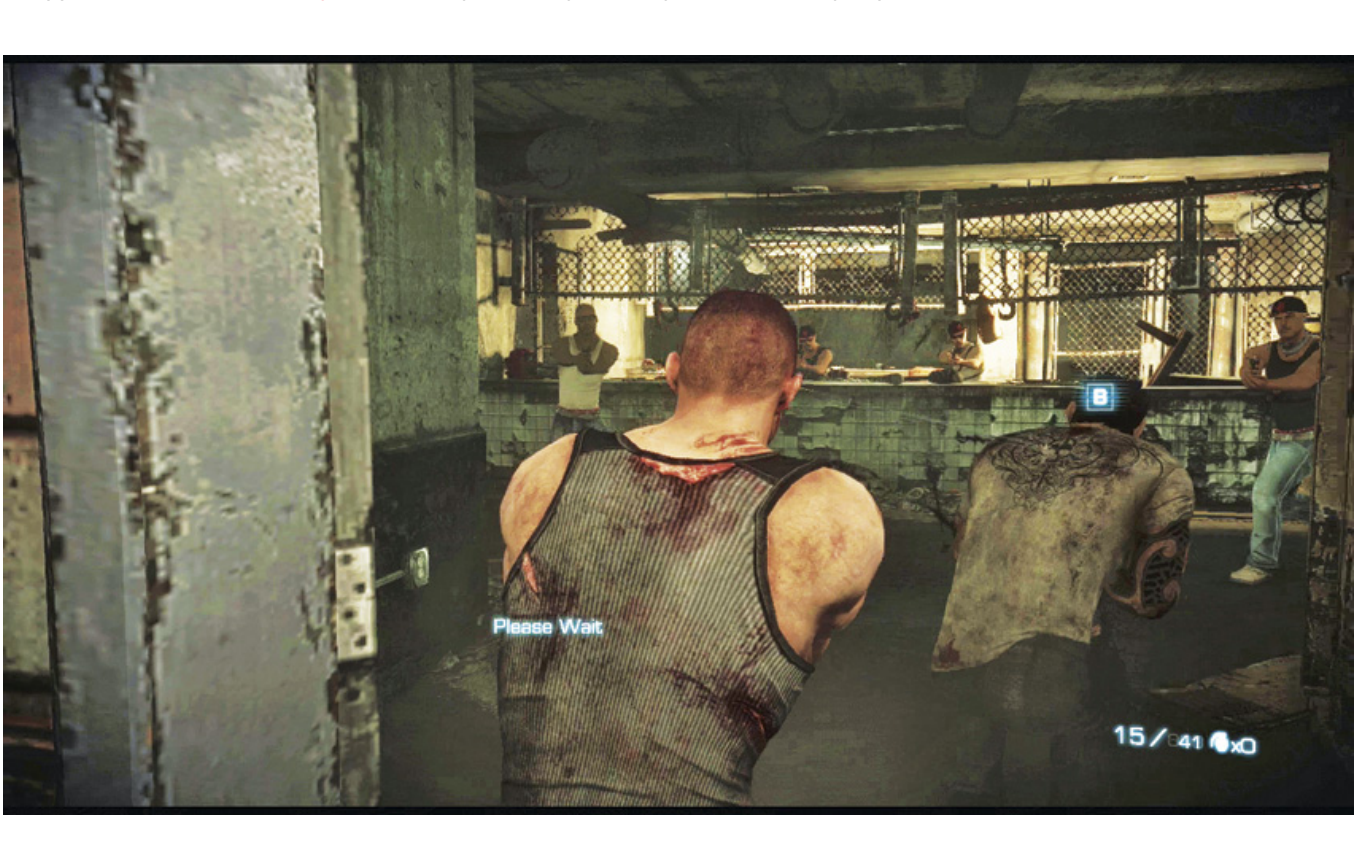
7 Make another left. You'll encounter another corridor containing more hostiles. As with the previous corridor, this one is also split into two halves, but the space here is far more cramped. Kill the cartel members, and then make your way to the open door on the left side of the corridor.



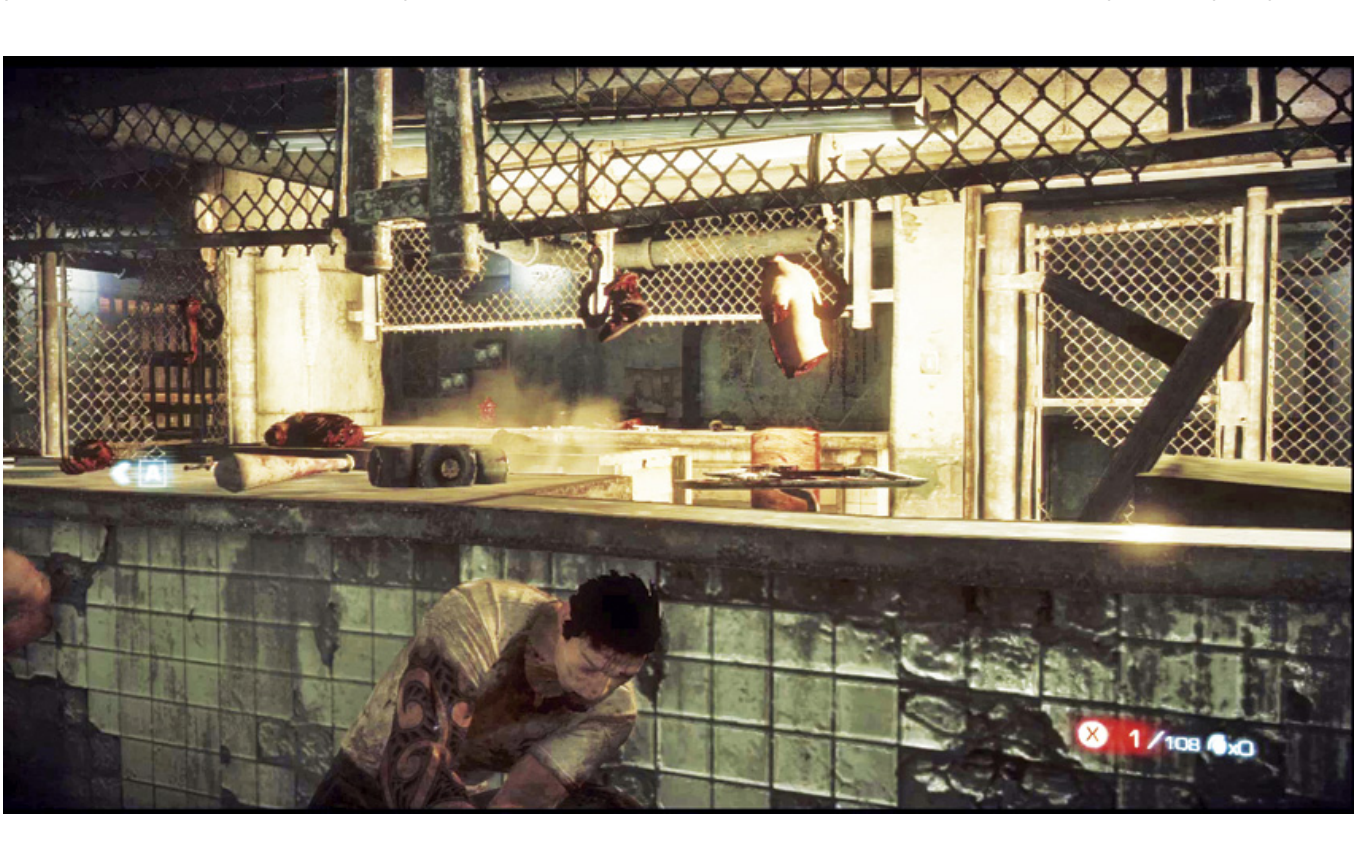


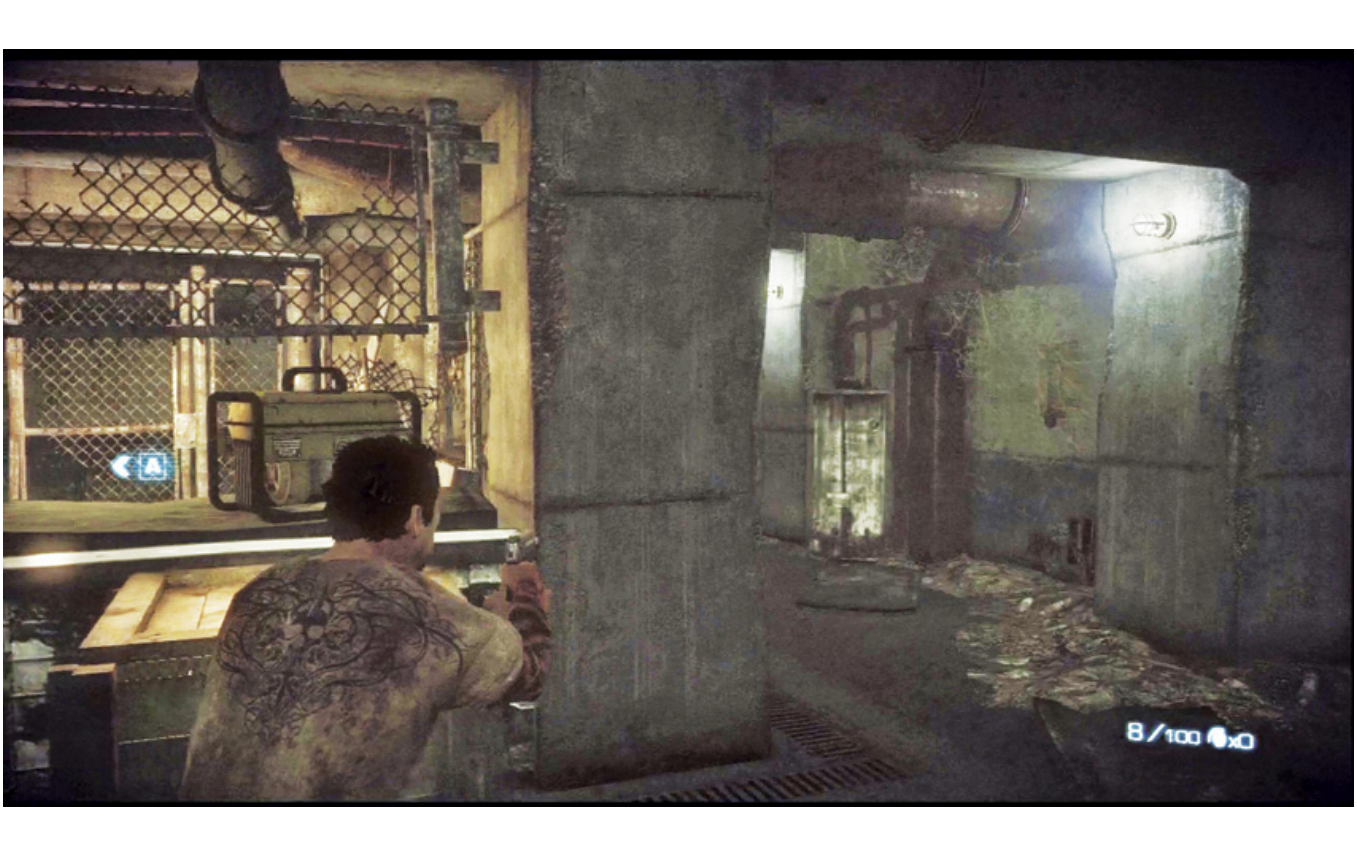


8 The generator room provides you with the first real challenge of the chapter: blind corners, cramped walkways, and lots of opportunities for the enemy to outflank you. Always check your corners as you proceed.

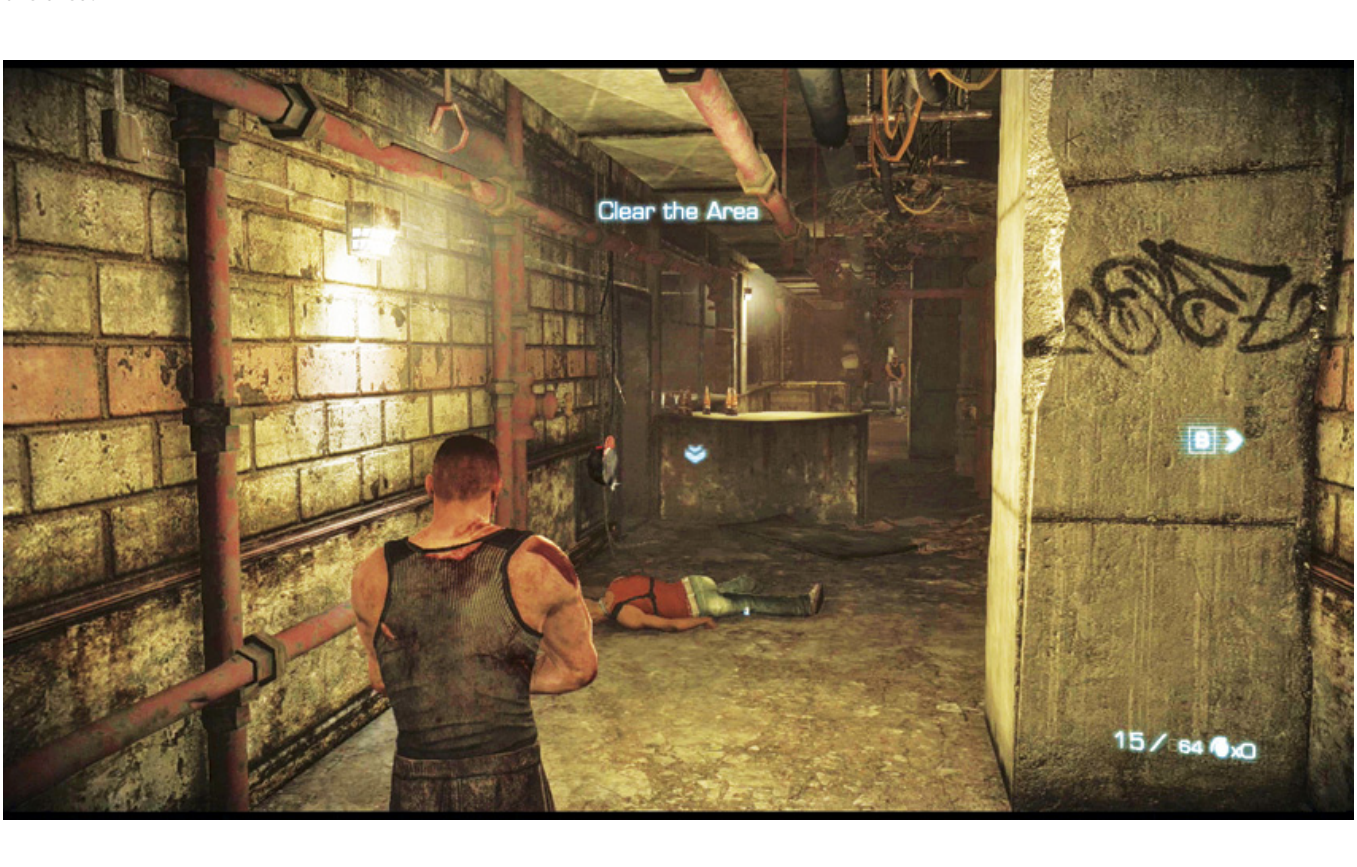


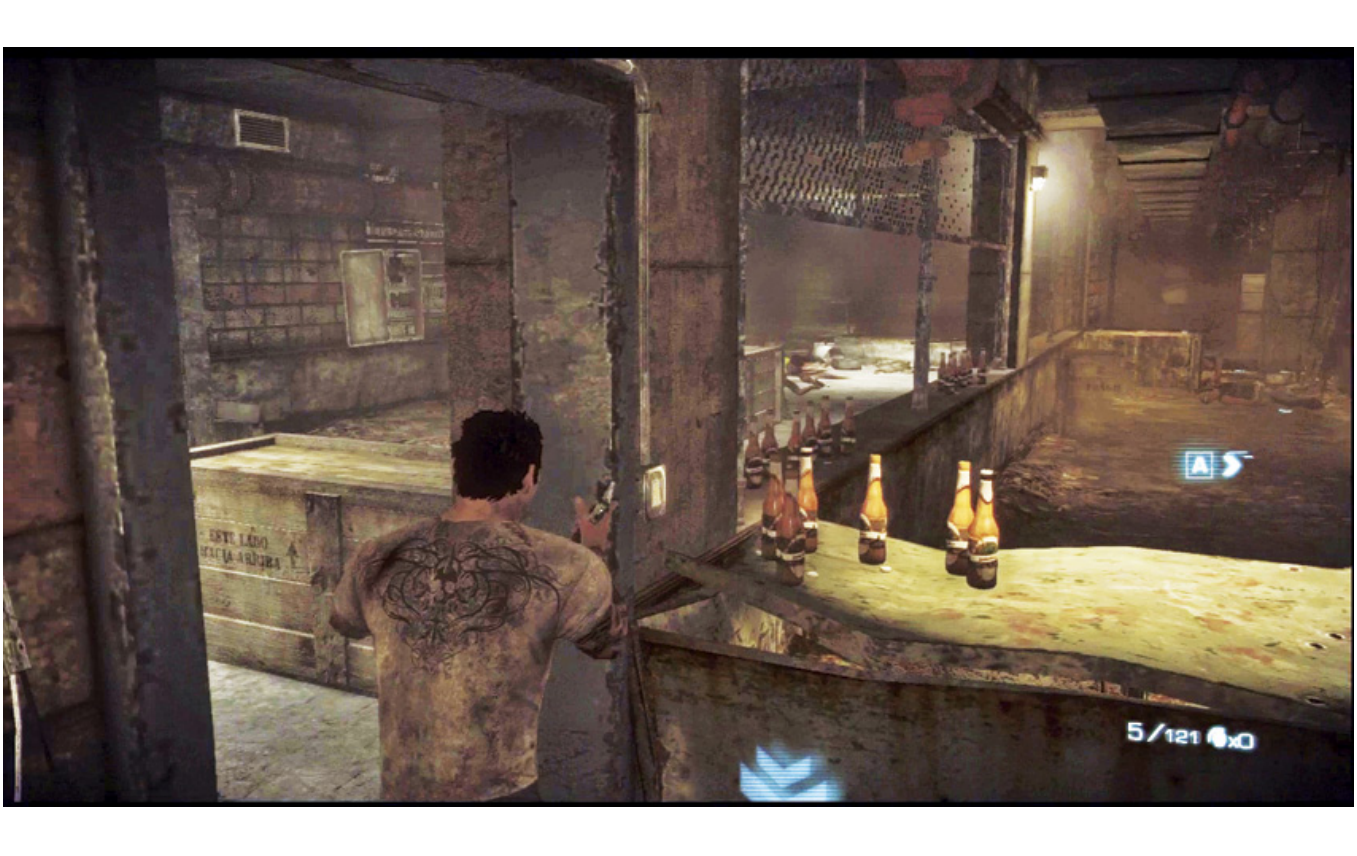
9 Survive the generator room and walk down another empty corridor unti you reach a locked door. Alpha and Bravo must perform a dual breach of the room beyond. There are five hostiles on the other side of the door, and they are ready for you.



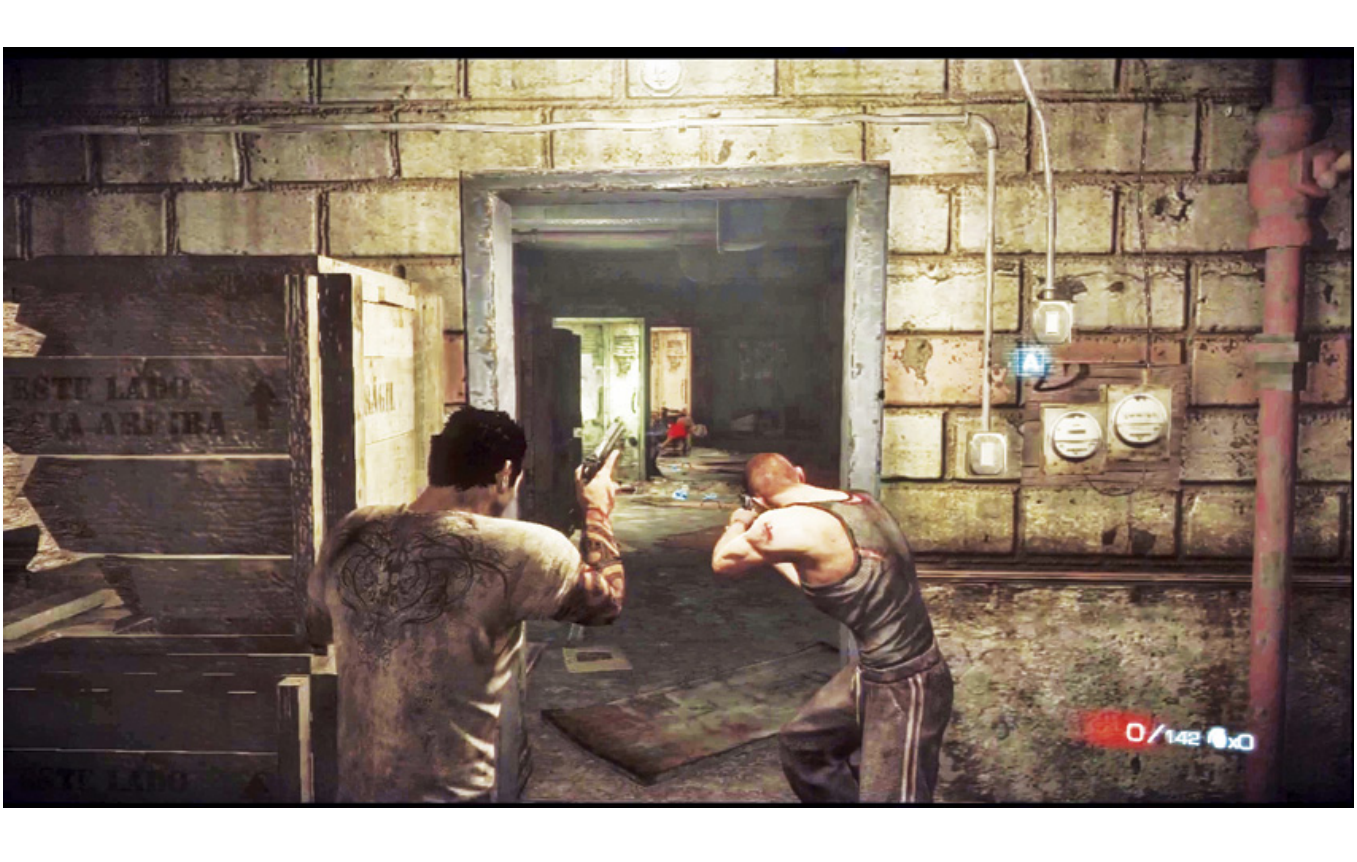


10 The room is a slaughterhouse in more ways than one. It's shaped like a rectangle. You don't have direct access to the center of the area, but you can walk around it using the surrounding passage. There are still plenty of cartel members guarding the area.

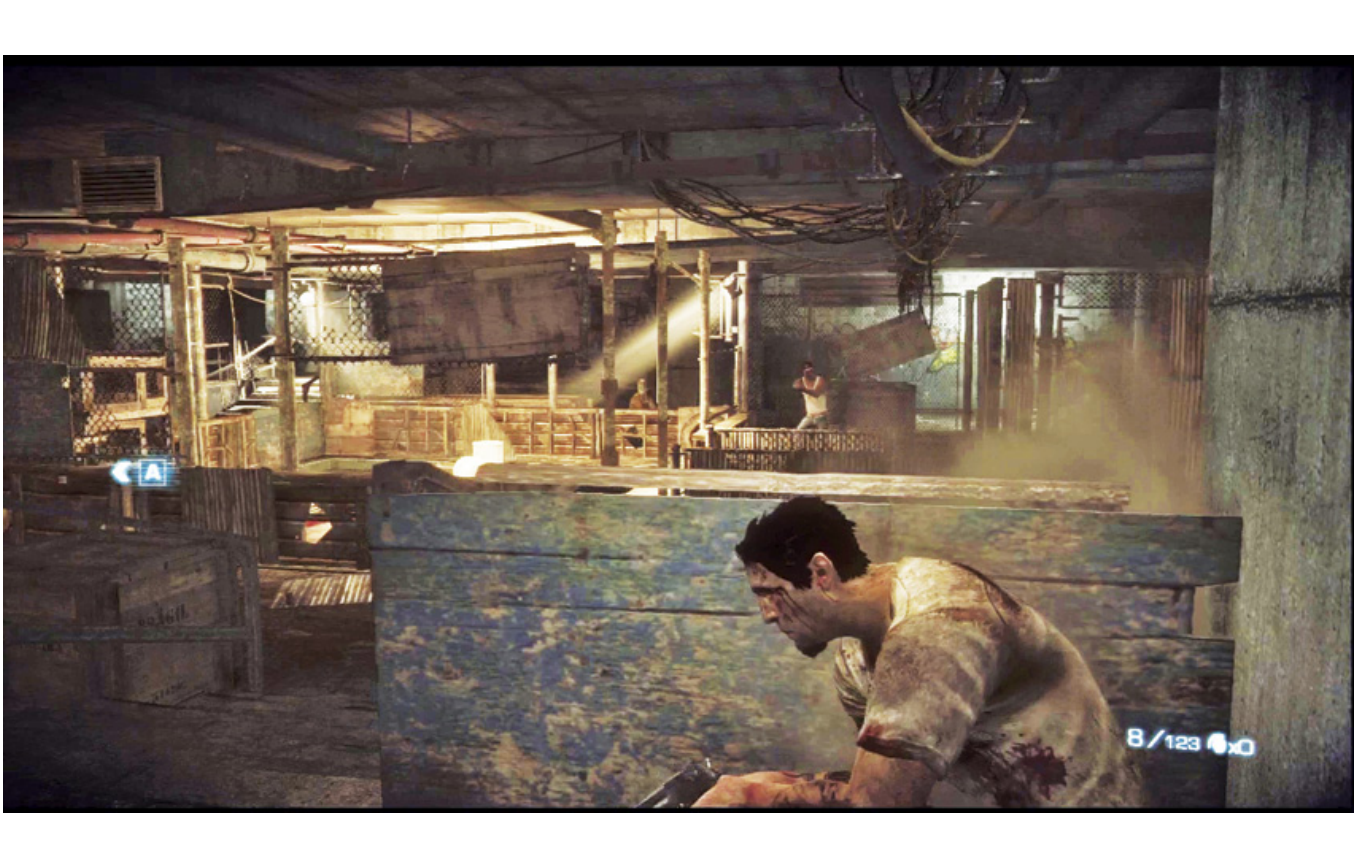




11 Another divided corridor filled with cartel thugs awaits as you continue beyond the slaughterhouse.

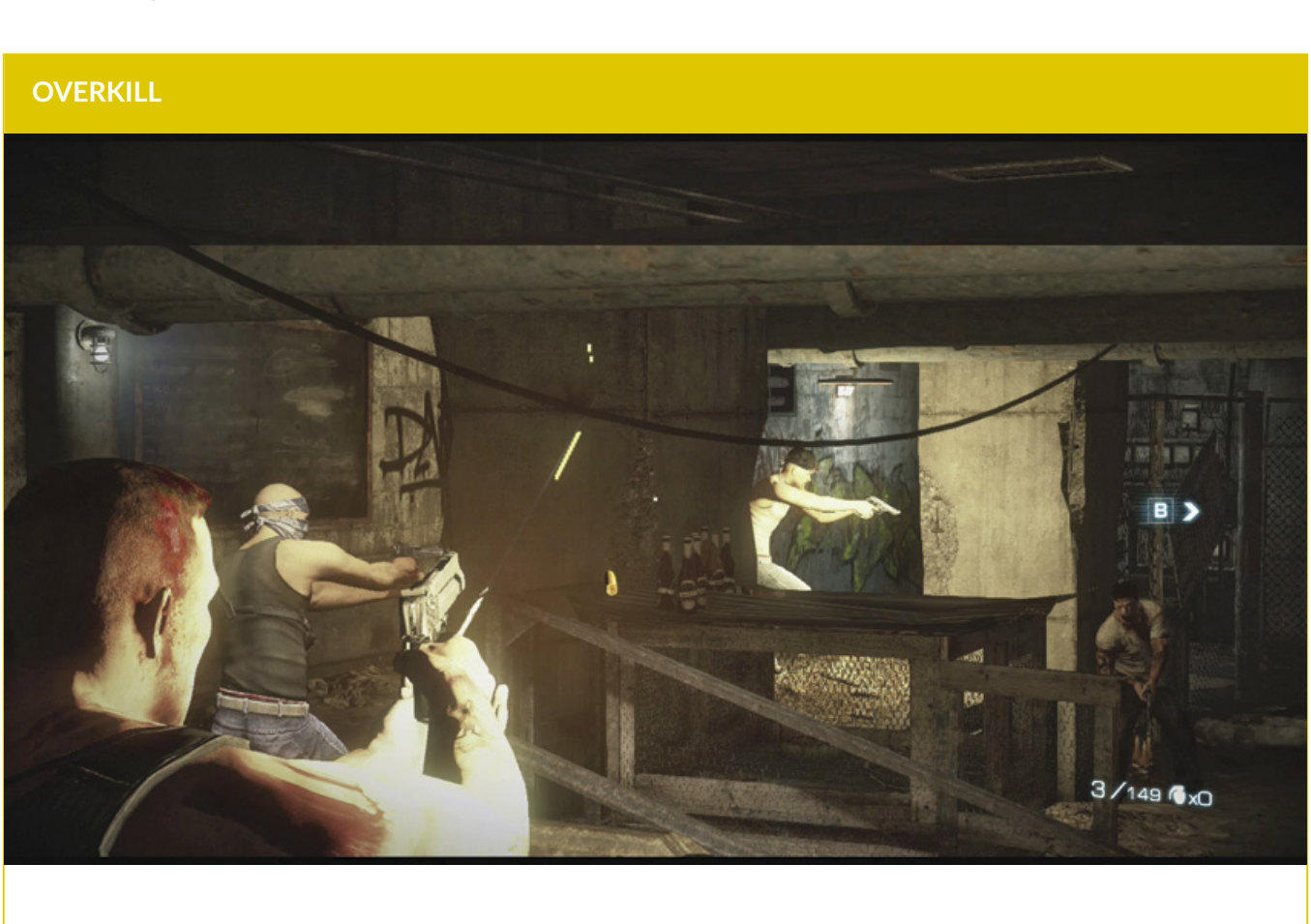


You eventually pass through a locker room that is in serious disrepair. It is guarded by another squad of thugs.



12 The last fight starts after you kick down the door to an illegal dog fighting ring. By now, the cartel definitely knows that you've escaped, so they react immediately when the door is breached. Be especially mindful of your flanks as you work your way through this last room. Once you eliminate all of the hostiles, proceed out the open door and climb the stairs to reach the end of the chapter.

OVERKILL

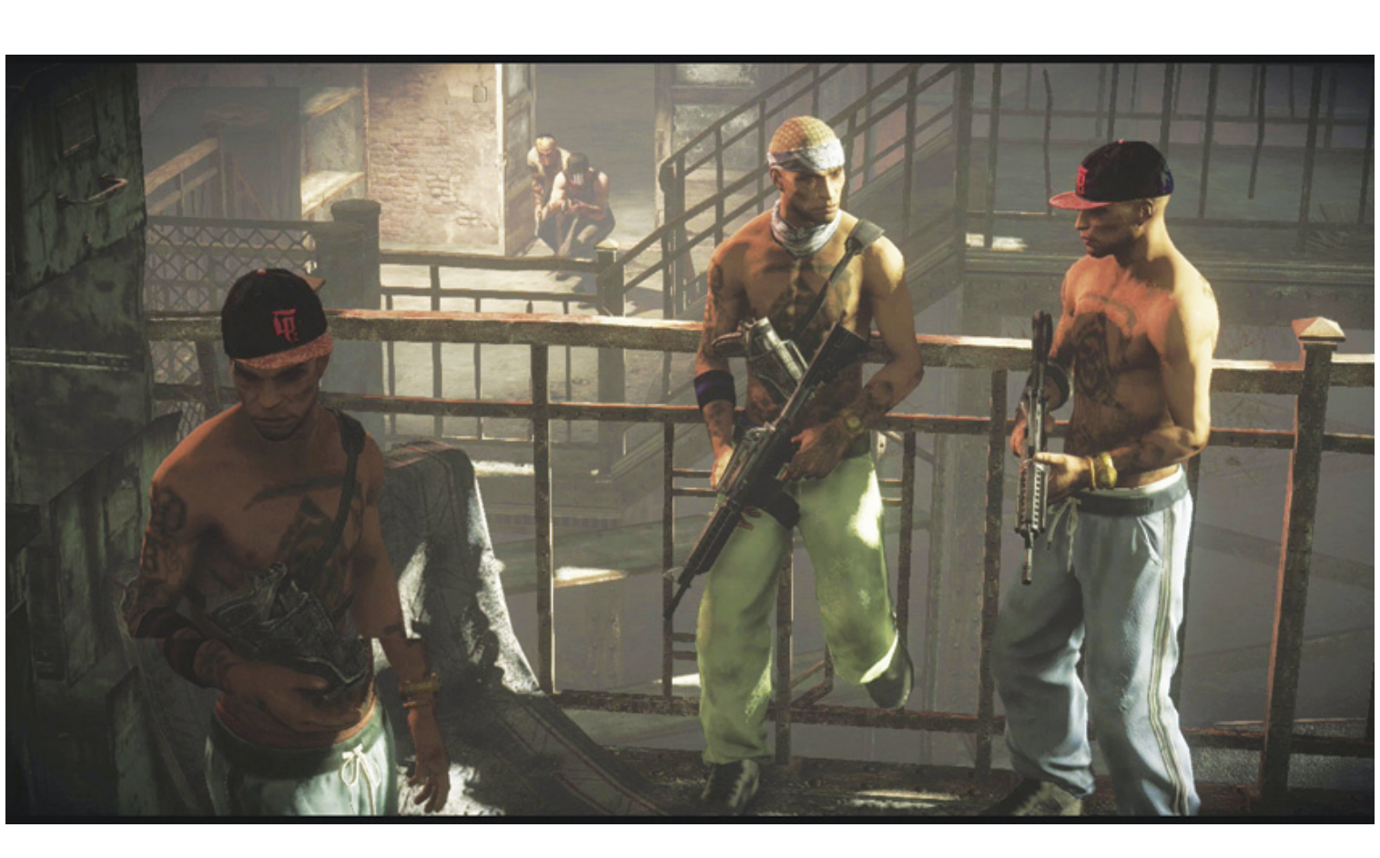


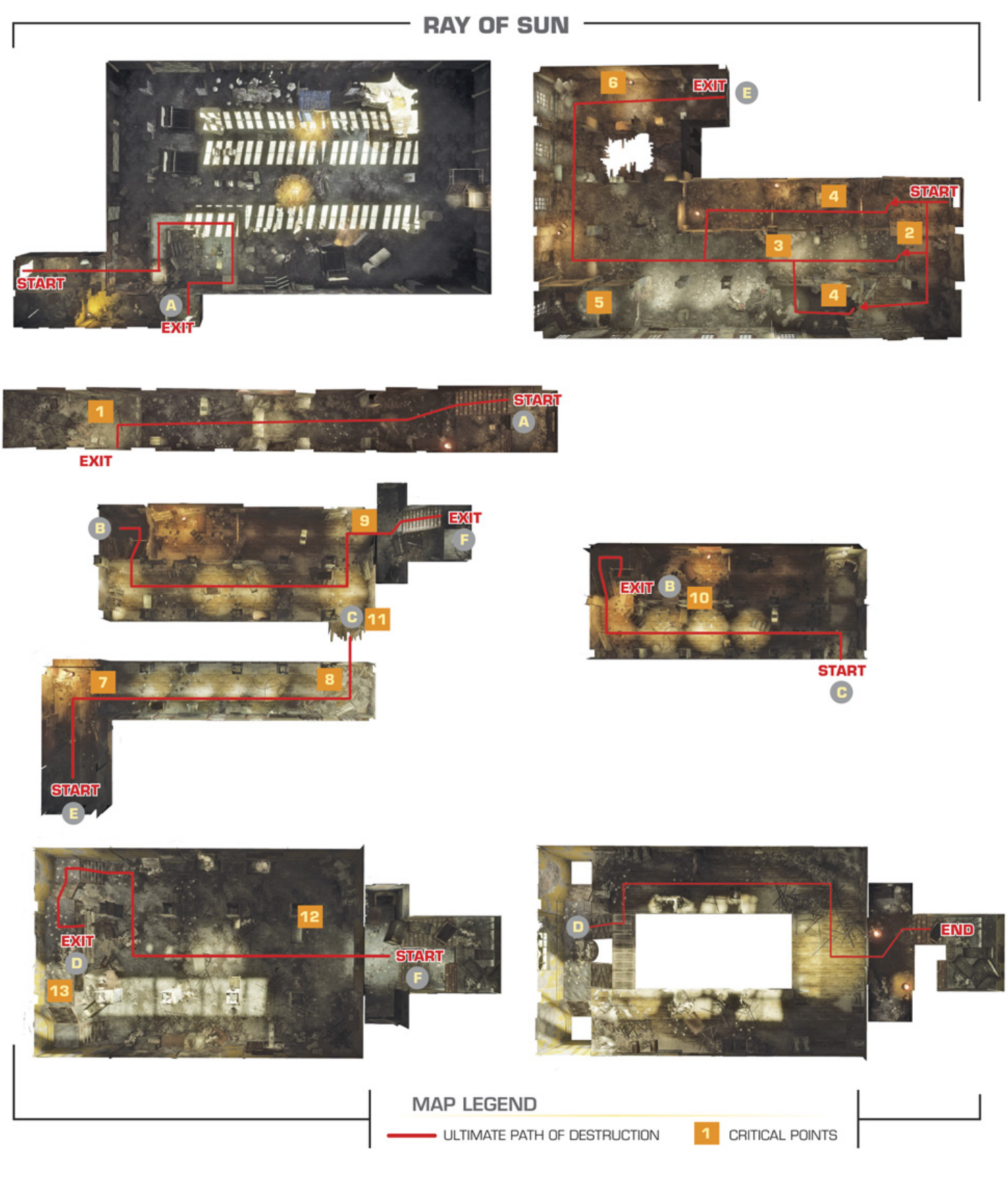
The dog fighting ring is the best spot to use Overkill, but try to limit it to only Alpha or Bravo using it. Having Overkill ready at the start of the next mission will come in handy.

Mission 8: Narco Hell

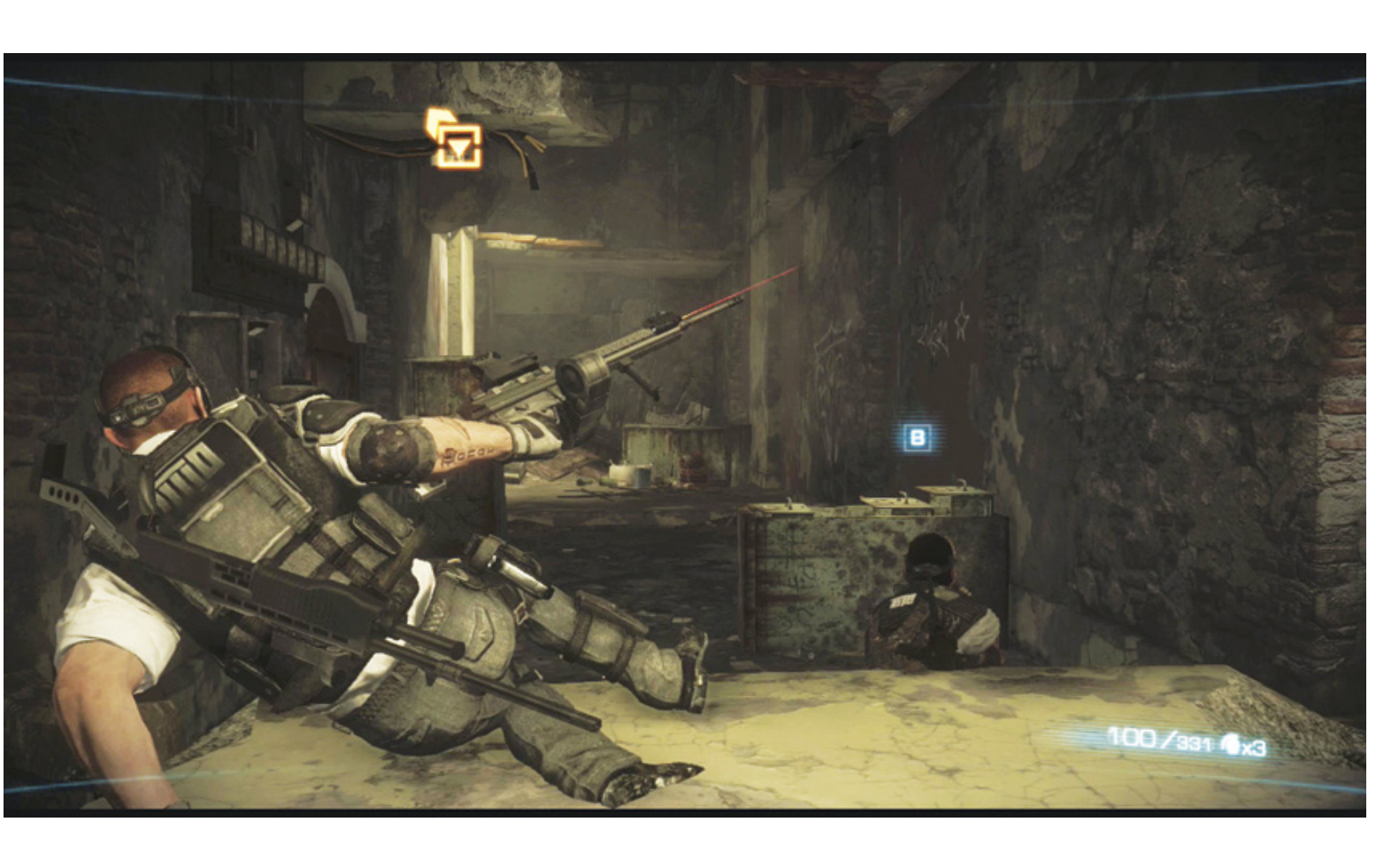
Chapter 34: A Ray of Sun

Chapter 34: A Ray of Sun

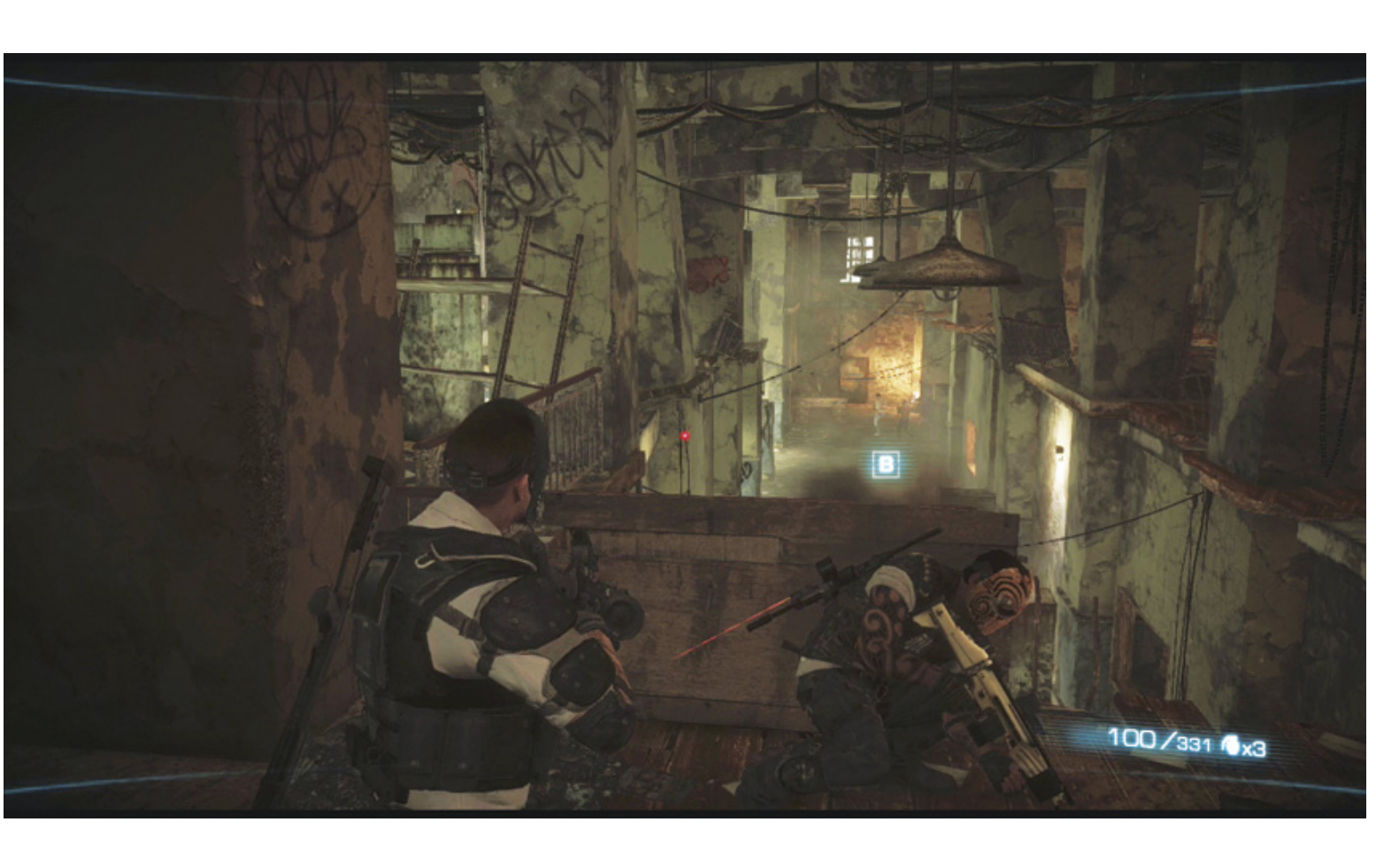




Shortly after the start of the chapter, Chuy and Baker surprise a group of hapless cartel thugs and dismantle them in a most brutal fashion. They then toss Alpha and Bravo a duffel bag filled with a new set of tactical gear and weapons from their Armory loadouts. Now it is officially Go Time. Chuy and Baker move on to help the Mexican police forces that are assaulting the cartel facility. They tell you to take a different route to the rooftop, where extraction awaits.

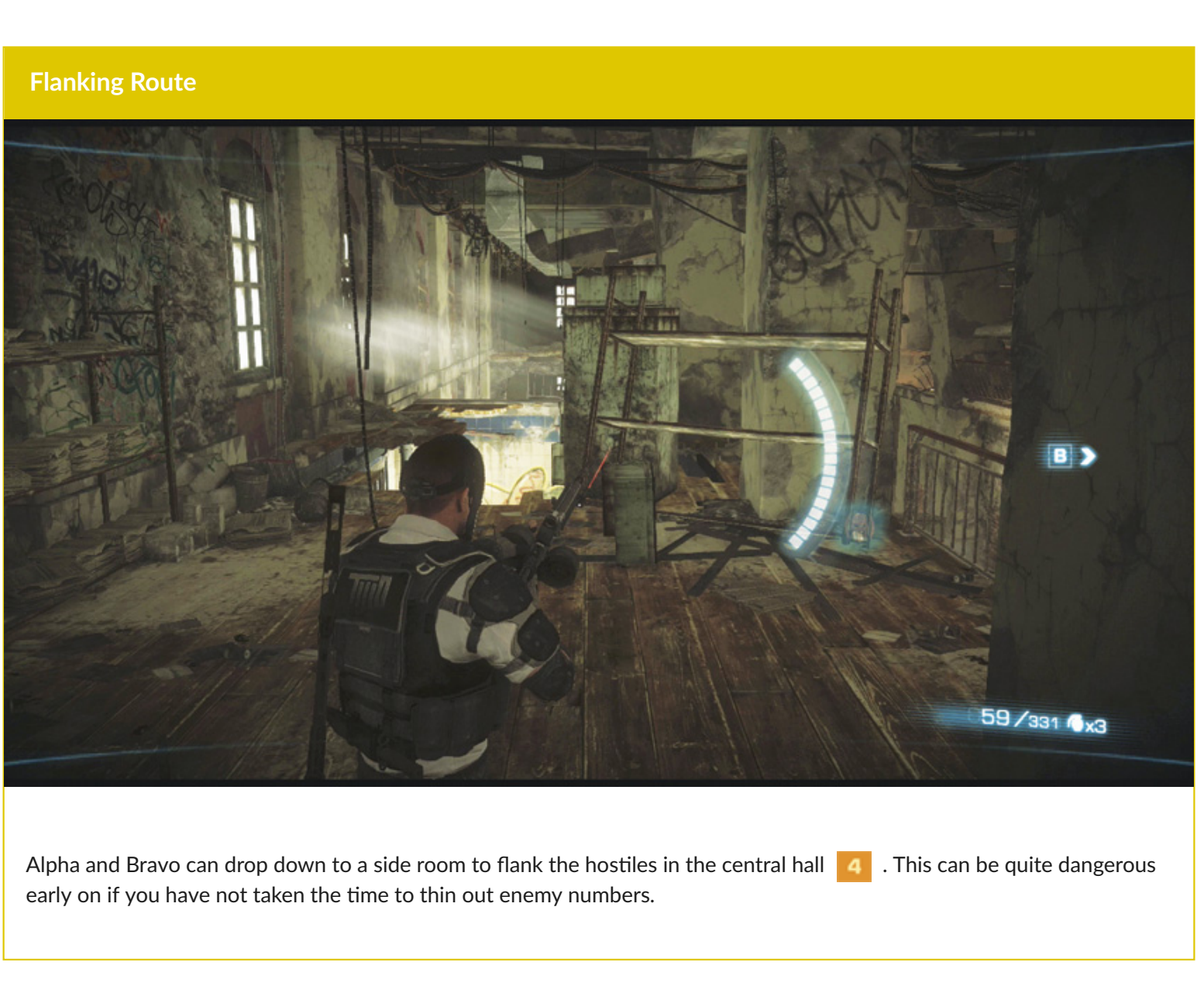


1 Once you've split off from your rescue team, follow the path back downstairs until you reach a room where Alpha and Bravo must boost each other up a wall.



2 This takes you to a balcony overlooking a large room 3 that is filled with cartel thugs who are unaware of your presence.

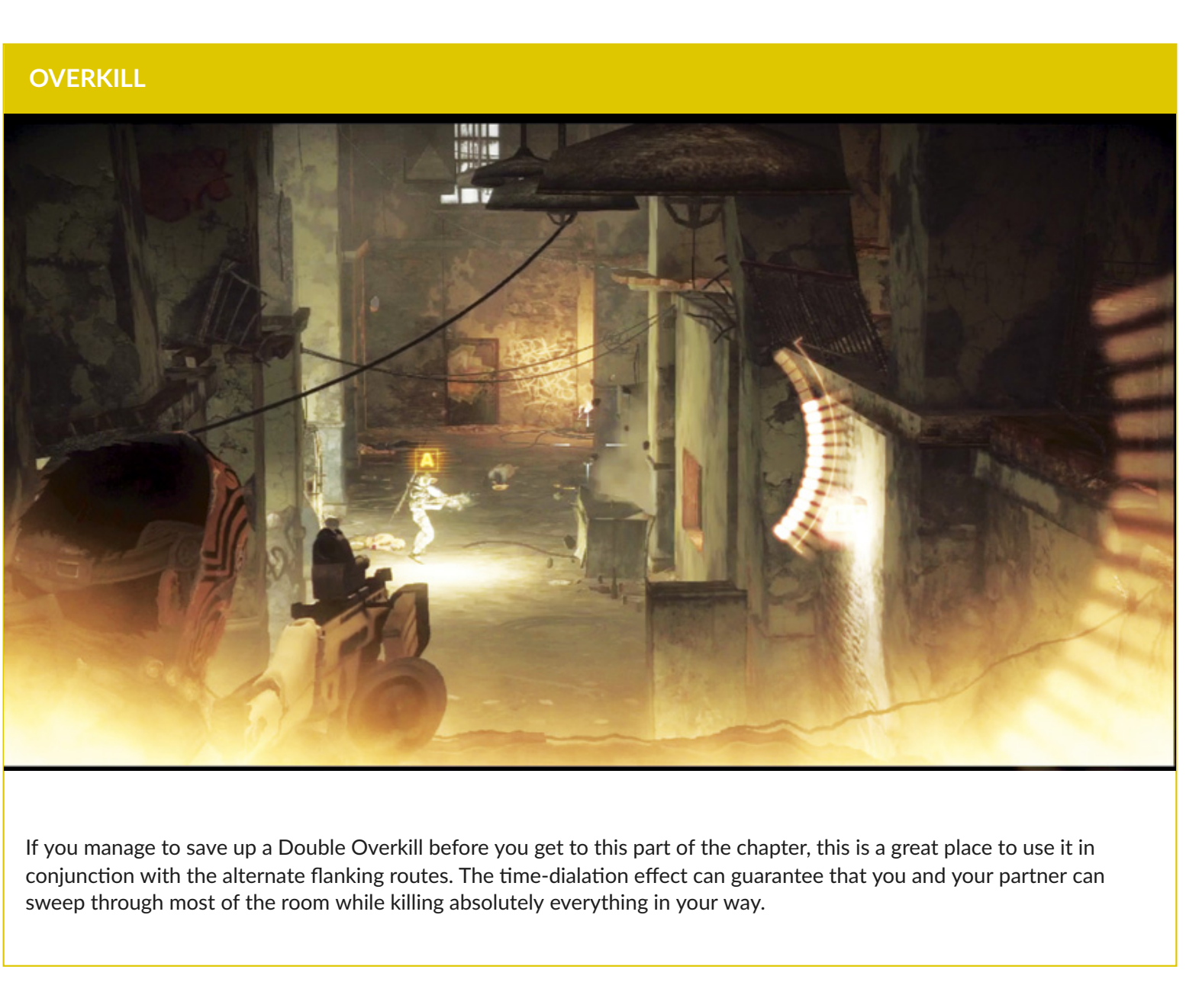
Flanking Route



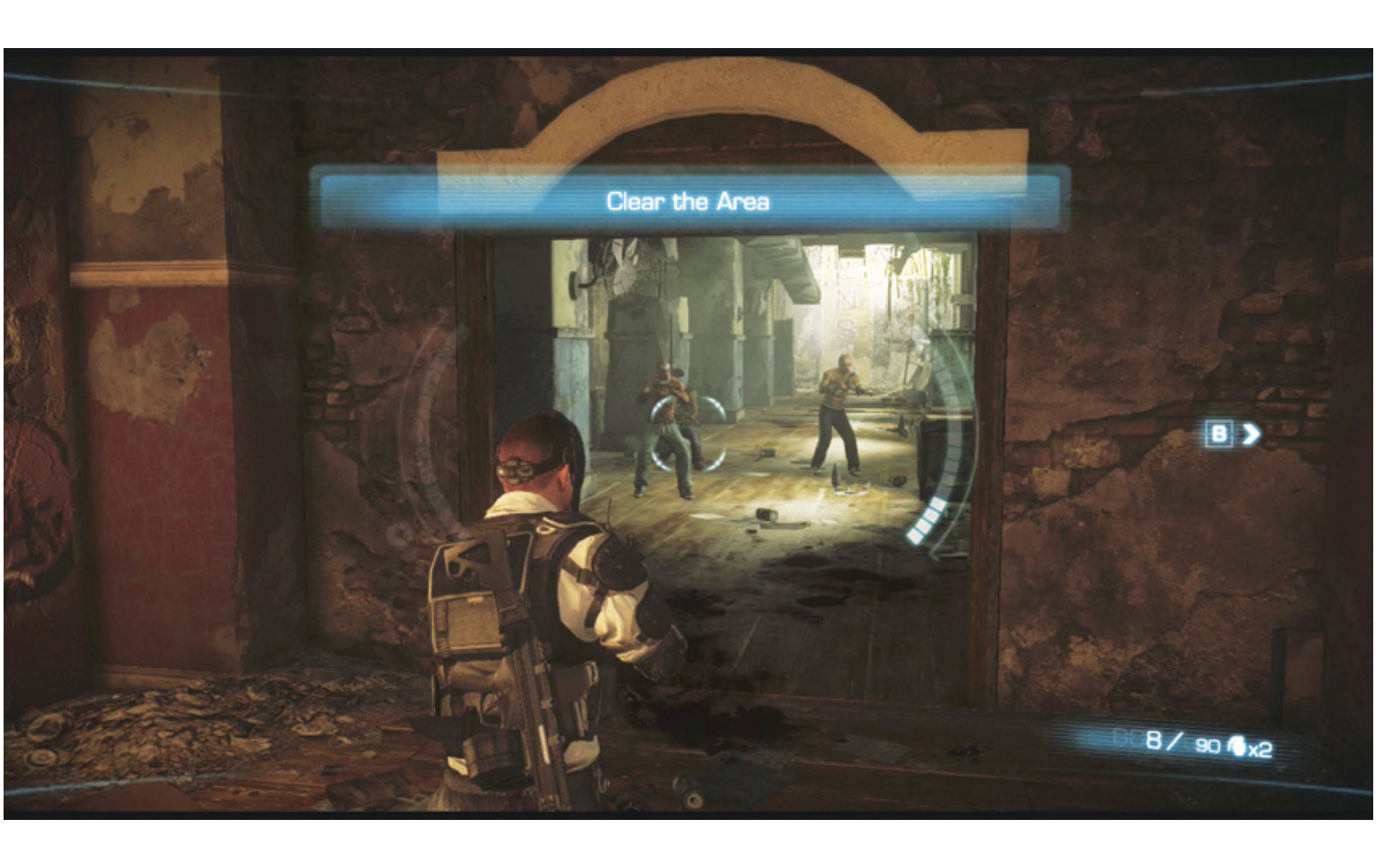
Alpha and Bravo can drop down to a side room to flank the hostiles in the central hall 4 . This can be quite dangerous early on if you have not taken the time to thin out enemy numbers.

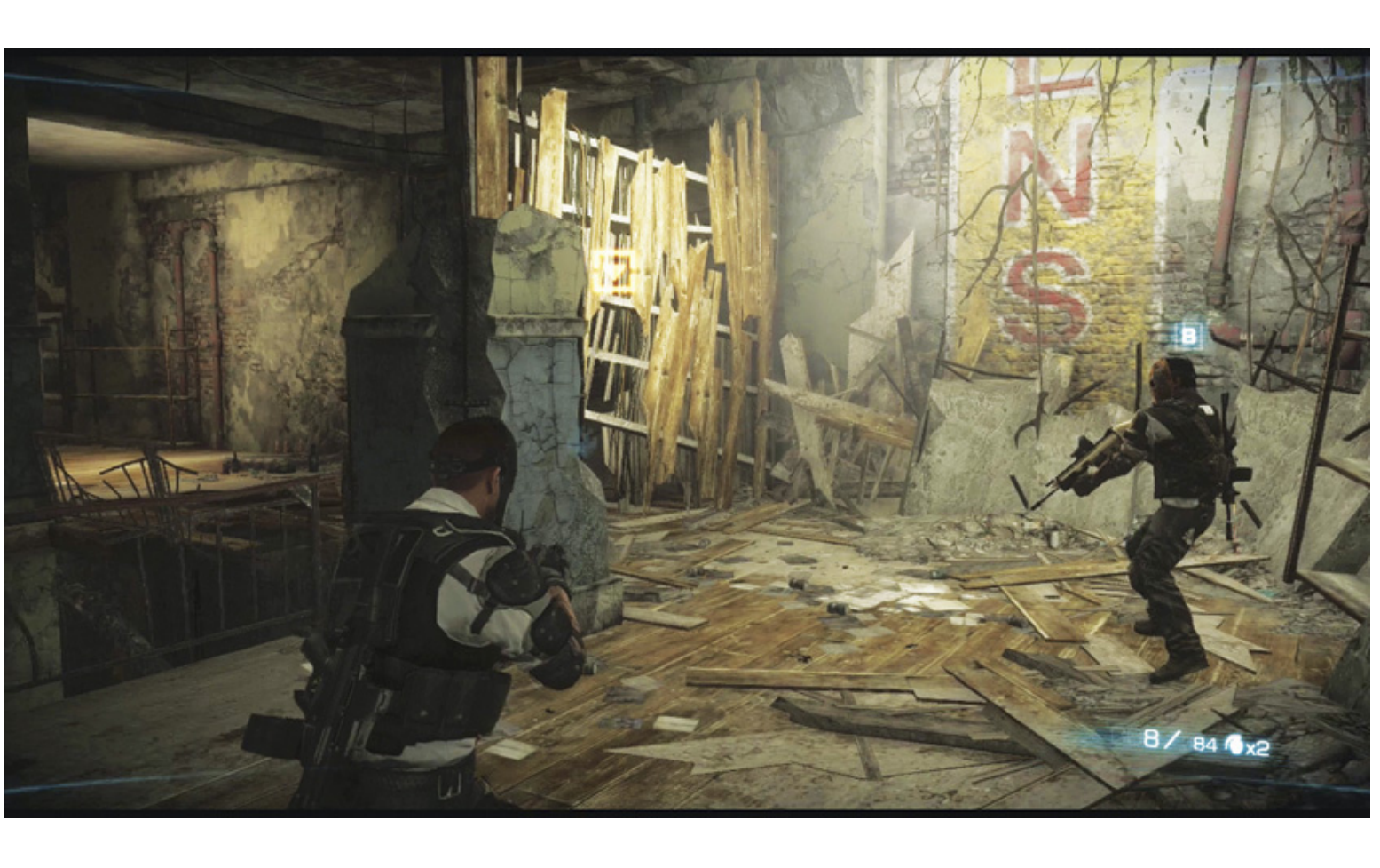
A safer solution is to stick to the upper balcony and take out as many cartel members as you can until they stop running face first into your bullets. You can then drop down and push up through the center. As you do, check the room to your left for hostiles 5 , and watch out for more on the right side of the room 6 . We recommend clearing the smaller room 5 and using it for cover while you take out the enemies across from it 6 .

OVERKILL



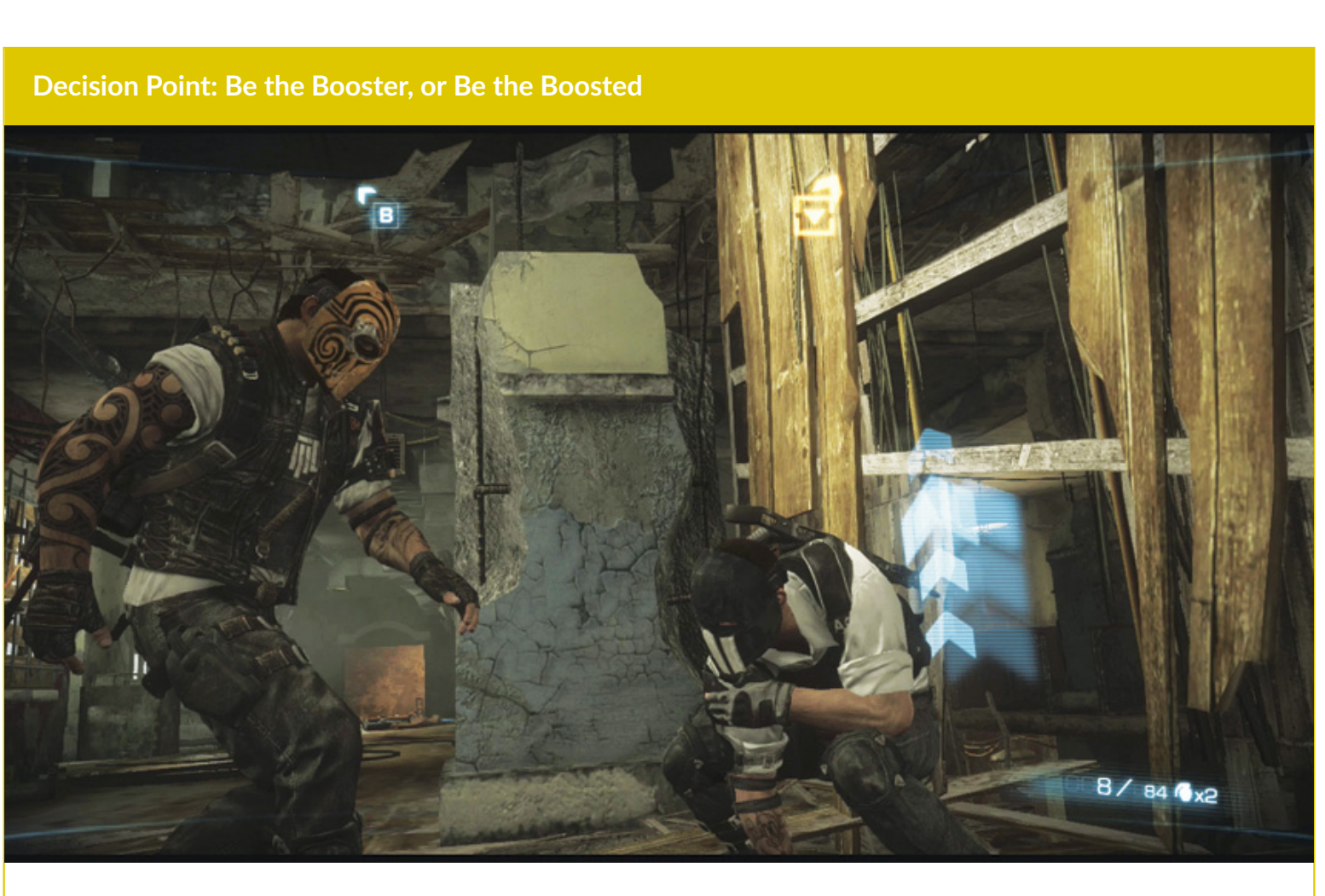
If you manage to save up a Double Overkill before you get to this part of the chapter, this is a great place to use it in conjunction with the alternate flanking routes. The time-dialation effect can guarantee that you and your partner can sweep through most of the room while killing absolutely everything in your way.



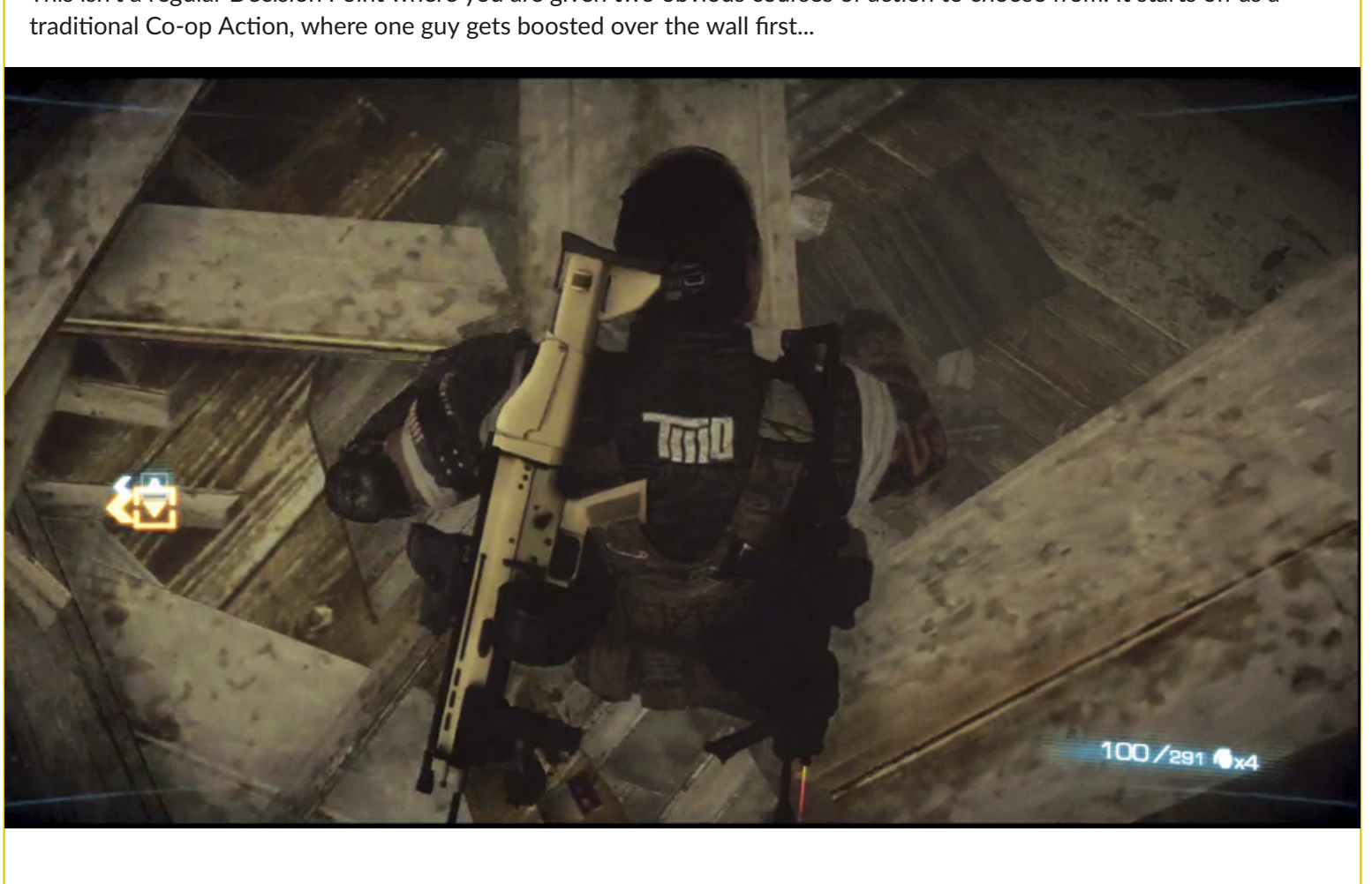


7 Another quiet set of stairs leads you to a pair of ignorant thugs, easily put to rest. Beyond them, you reach what appears to be a dead end. Either Alpha or Bravo must be boosted over the rickety-looking wooden barrier to find a way to reach the roof 8 .

Decision Point: Be the Booster, or Be the Boosted

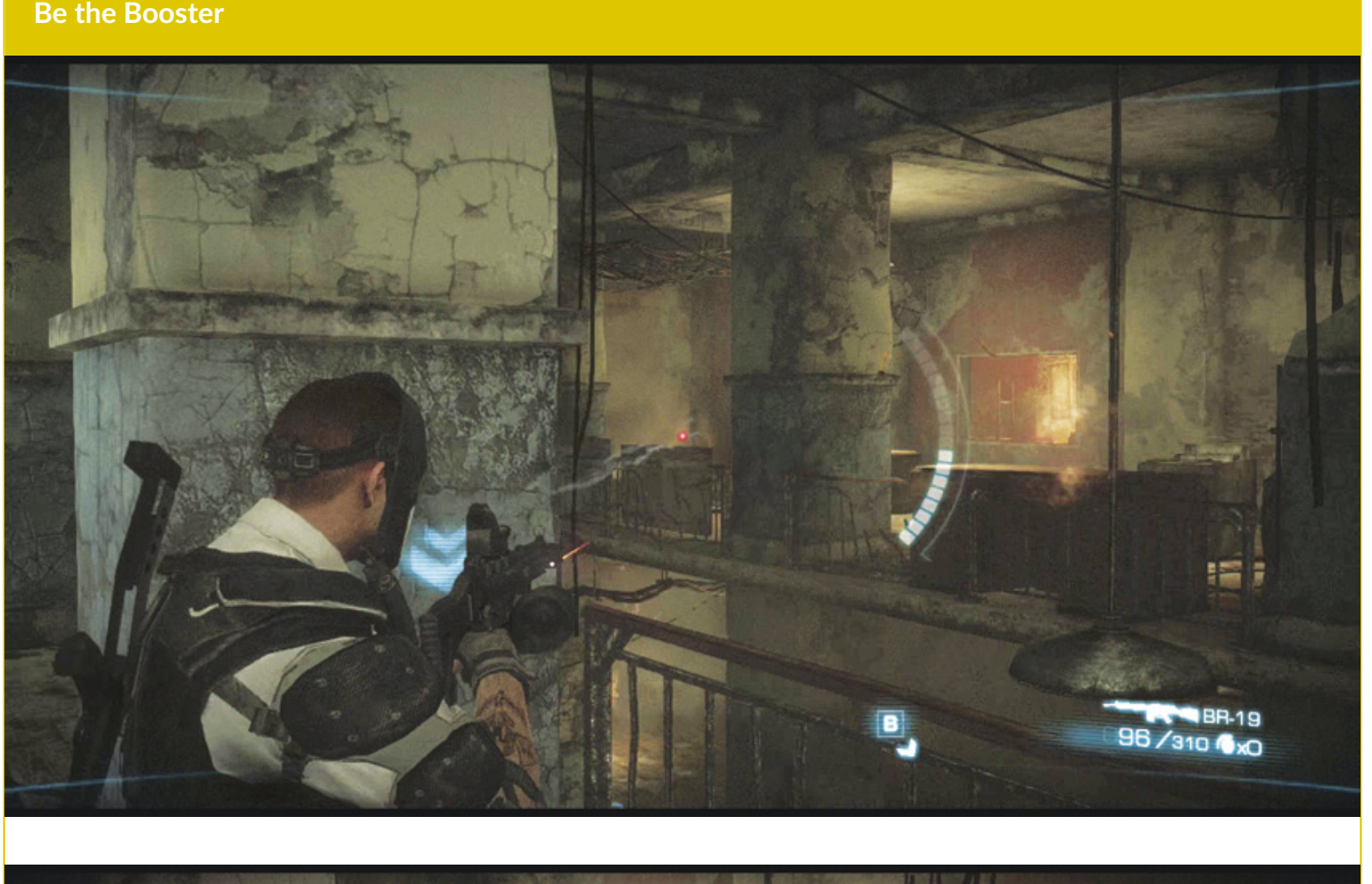


This isn't a regular Decision Point where you are given two obvious courses of action to choose from. It starts off as a traditional Co-op Action, where one guy gets boosted over the wall first...



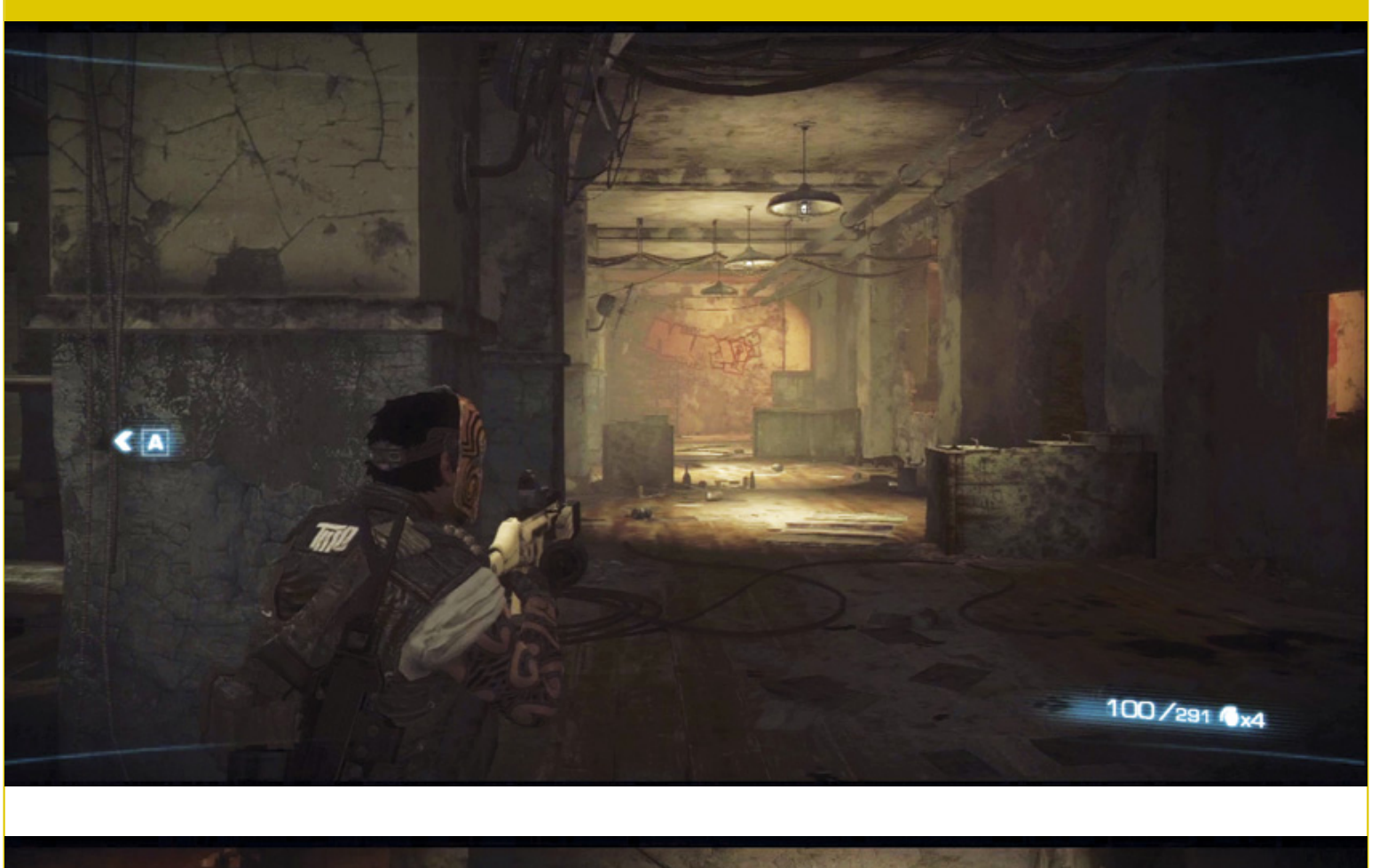
...only to find that their footing on the other side is far from stable, and they fall through the floor down to the lower level. A large squad of cartel thugs begin rushing the operative on the lower level.

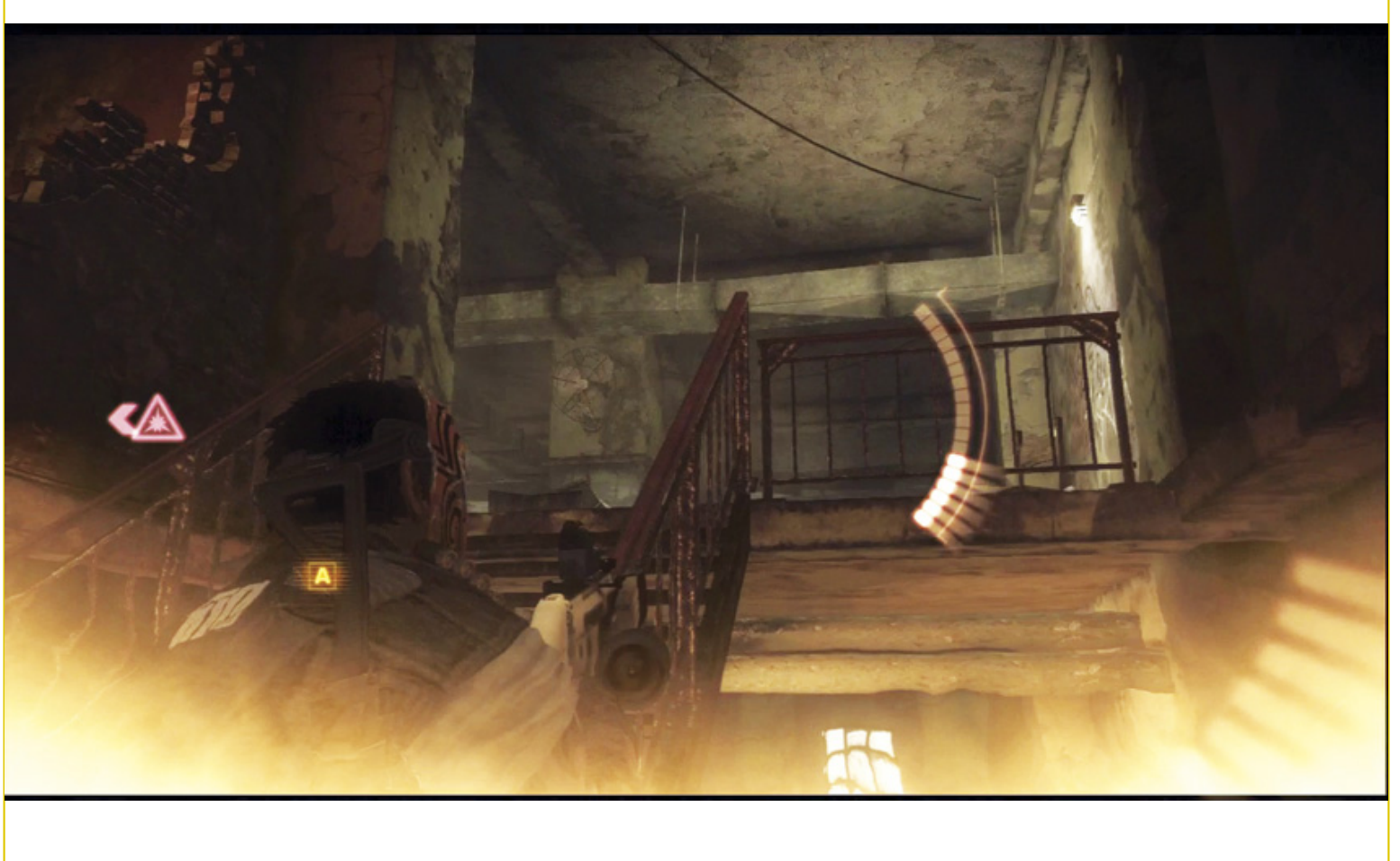
Be the Booster



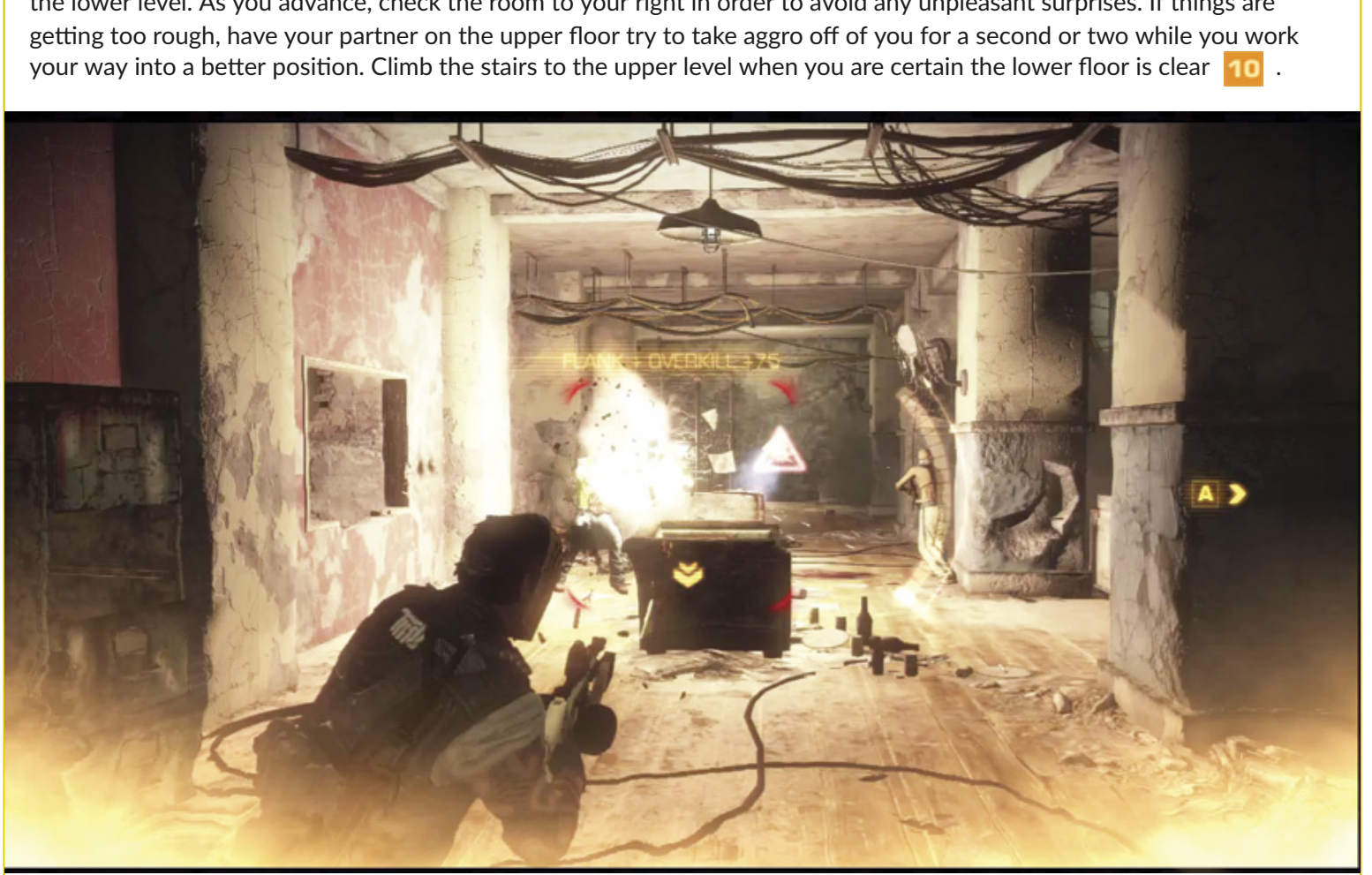
If you're the one who boosted your partner over the wall, you have to provide overhead cover while they fight their way through the lower floor to get to your level. At the same time, you also have to deal with hostiles on the balcony across from you. As your partner reaches the upper level, more hostiles will come through a door that you eventually need to get through 9 . Once your enemies are wiped out, your buddy will have to shoot out a valve to make a bridge so you can reunite.

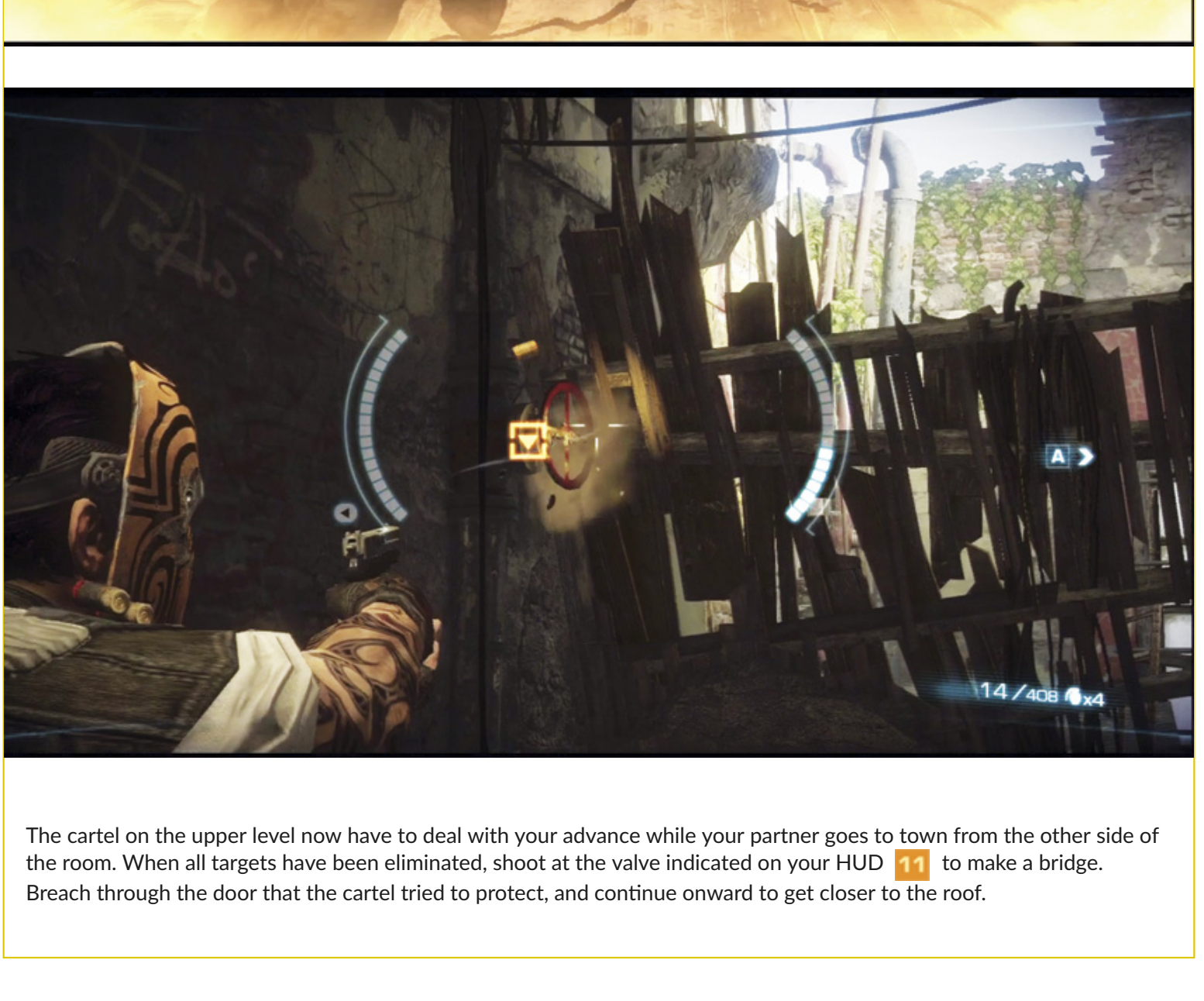
Be the Boosted



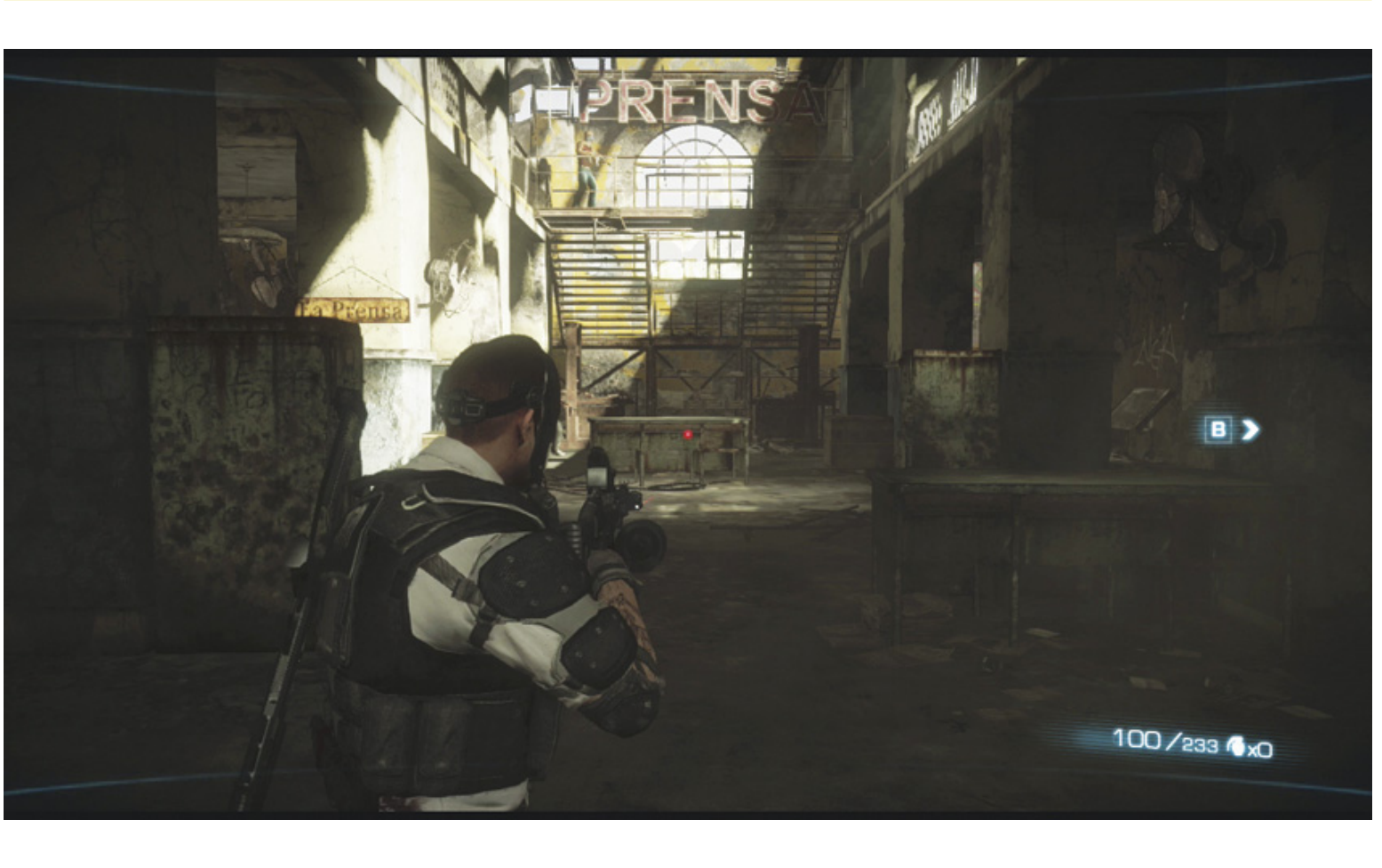


First, berate your partner for potentially sending you to your death. Next, carefully work your way through the hostiles on the lower level. As you advance, check the room to your right in order to avoid any unpleasant surprises. If things are getting too rough, have your partner on the upper floor try to take aggro off of you for a second or two while you work your way into a better position. Climb the stairs to the upper level when you are certain the lower floor is clear 10 .





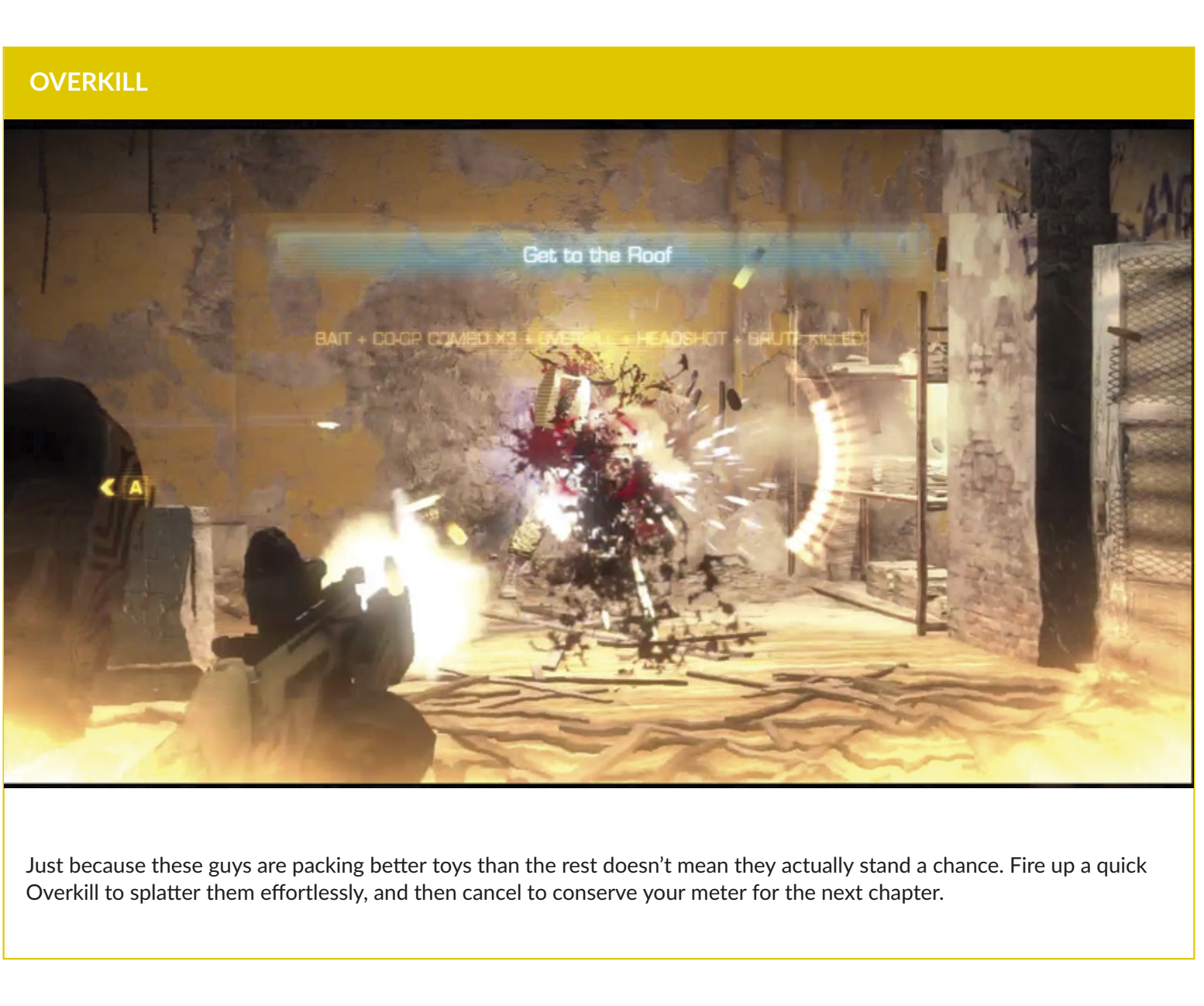
The cartel on the upper level now have to deal with your advance while your partner goes to town from the other side of the room. When all targets have been eliminated, shoot at the valve indicated on your HUD 11 to make a bridge. Breach through the door that the cartel tried to protect, and continue onward to get closer to the roof.



12 You're almost there! After climbing another set of stairs, you reach a sunny room. Cartel members are on your level and on the catwalks above you. The extraction chopper makes a pass of the area, spraying mini-gun fire at all of the hostiles it can see. Move toward the stairs 13 , but make sure you watch your flanks to avoid being surprised by any survivors.

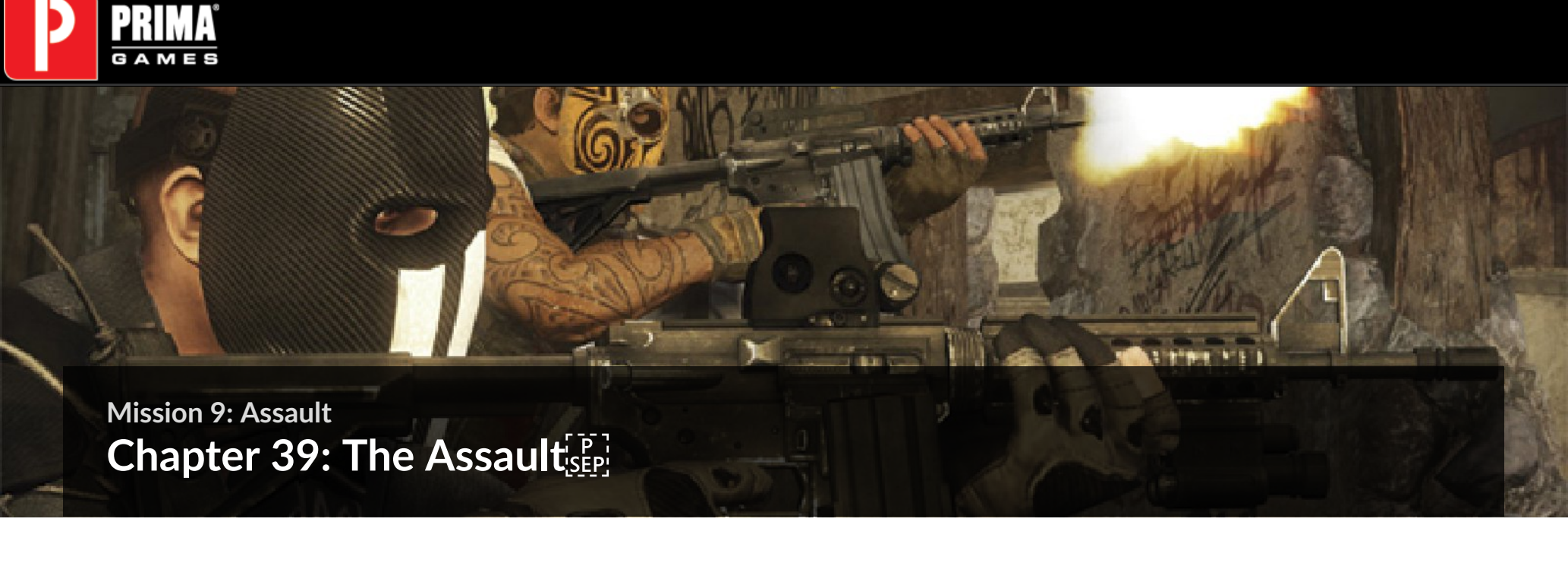
As you get to the upper level, a trio of heavily armed soldiers burst through the final door between you and freedom. They are led by a Brute. Unlike your previous enemies, these men are wearing camoflage uniforms, balaclavas, and protective helmets. They have better gear than even the mercenaries you've been squaring off against.

OVERKILL



Just because these guys are packing better toys than the rest doesn't mean they actually stand a chance. Fire up a quick Overkill to splatter them effortlessly, and then cancel to conserve your meter for the next chapter.

Push past what's left of these soldiers and get to the rooftop!



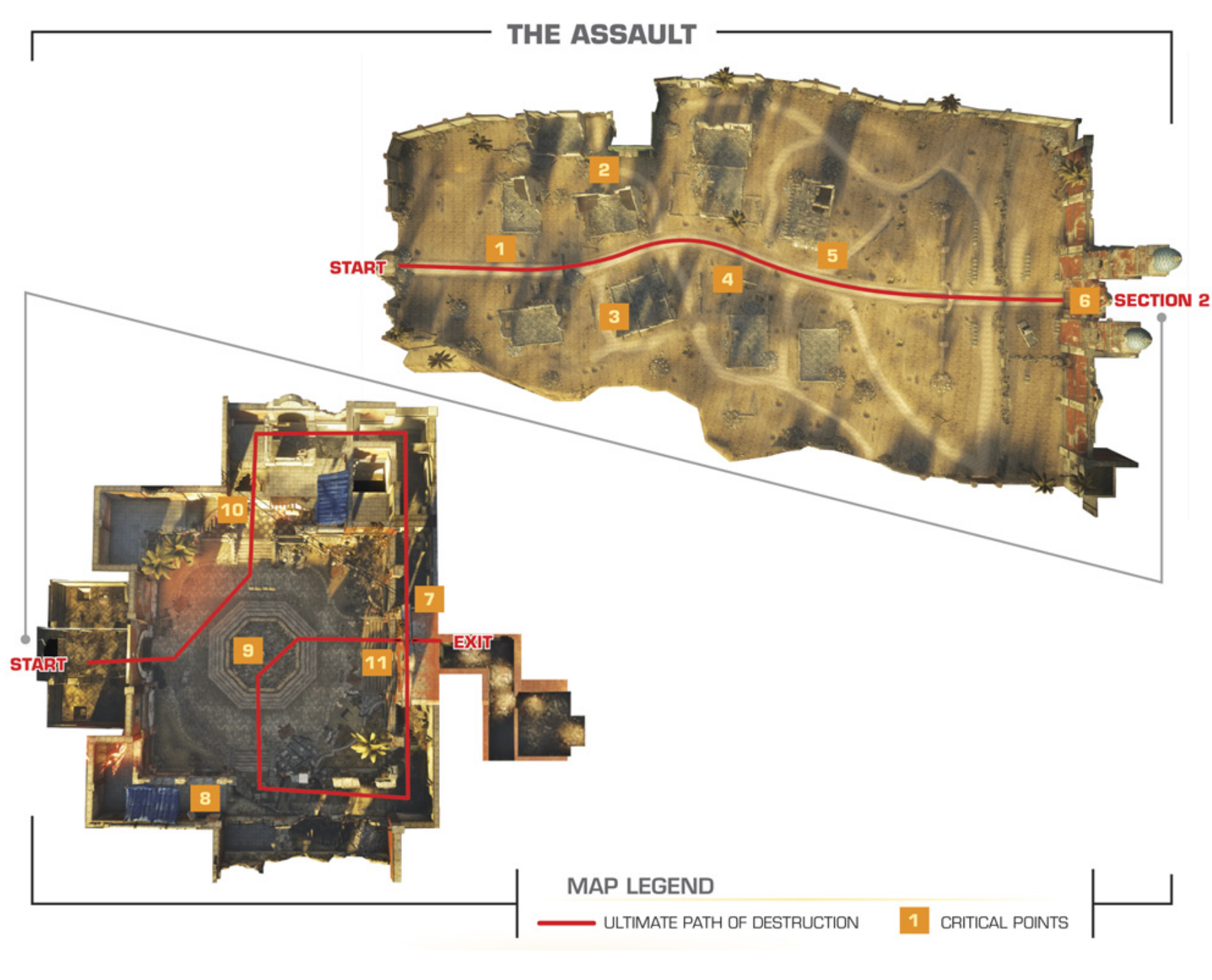
Mission 9: Assault

Chapter 39: The Assault

Alpha and Bravo are fortunate. They don't have to wait five years like Fiona did to have their vengeance against Esteban Bautista and Eliot Salem. Riding in with some of Mexico's finest, the remaining T.W.O. operatives in the field are set to stage a counterattack on a La Guadaña training facility.

It's no longer about the money. This is about justice. Well, the money isn't too bad, either.

Chapter 39: The Assault



Suggested Armament

There are a number of sniping opportunities throughout this entire mission, starting with this chapter right here. If you've been replaying missions for cash and rank ups, consider buying the AMR-50 sniper rifle. Fully kitted out, this is one of the hardest-hitting guns in the entire game, and is among the most accurate. Even Brutes become less of a problem with this baby. Compliment the AMR-50 with a good all-around assault rifle and you'll have a loadout that can handle anything at any time.

For extra fun, slap a laser sight on the AMR-50 and get explosive ammo for it. Activate Overkill, and hip-fire that sucker as fast as you can. Oh yeaaaaaaaaaaaaaaaaaah.

1 A frontal assault powered by little more than bravery or insanity can only be a costly one. Shortly after exiting the T.W.O. vans, the assault force is met by hostile ground forces scattered throughout the ruins. The hired mercenaries are still a threat, but mixed among them are Los Soldados, the military-equipped elites of the cartel. All members of Los Soldados wear protective helmets that can resist a headshot. The fighting here can be particularly brutal since Los Soldados elites can take more punishment than the thugs and mercs you've fought thus far.

You can try to advance up the center dirt road, but even though there is some cover, you'll probably just get flanked and killed by the enemies using the ruins on both sides of the road 2 3 , if not splattered outright by incoming mortar fire. Your allies, and even Alpha and Bravo themselves, will shout out mortar and RPG warnings. Those are typically your cues to find some cover. Your ultimate goal is to get to the front door of the hacienda, where Bautista and Salem hopefully await.

4 Watch out for Brutes as you reach the end of the ruins. It's an exceedingly unpleasant surprise to be flanked by them when you're moving quickly forward.

5 As you get to the edge of the ruins in front of the hacienda, MMGs placed inside the two towers overlooking the ruins open up on you. Build up your Overkill meter by shooting at the MMGs, and when you have the ability to do so, trigger Overkill and blast the two towers into rubble. Try to do this with a single Overkill; if you can save one for later, it will make completing the chapter a bit easier. Afterward, rush to the hacienda and breach the door with the survivors of the assault 6 .

Once inside, it becomes apparent that Bautista is far from a helpless coward when cornered. Blinded by rage, Fiona chases after the overconfident drug lord.

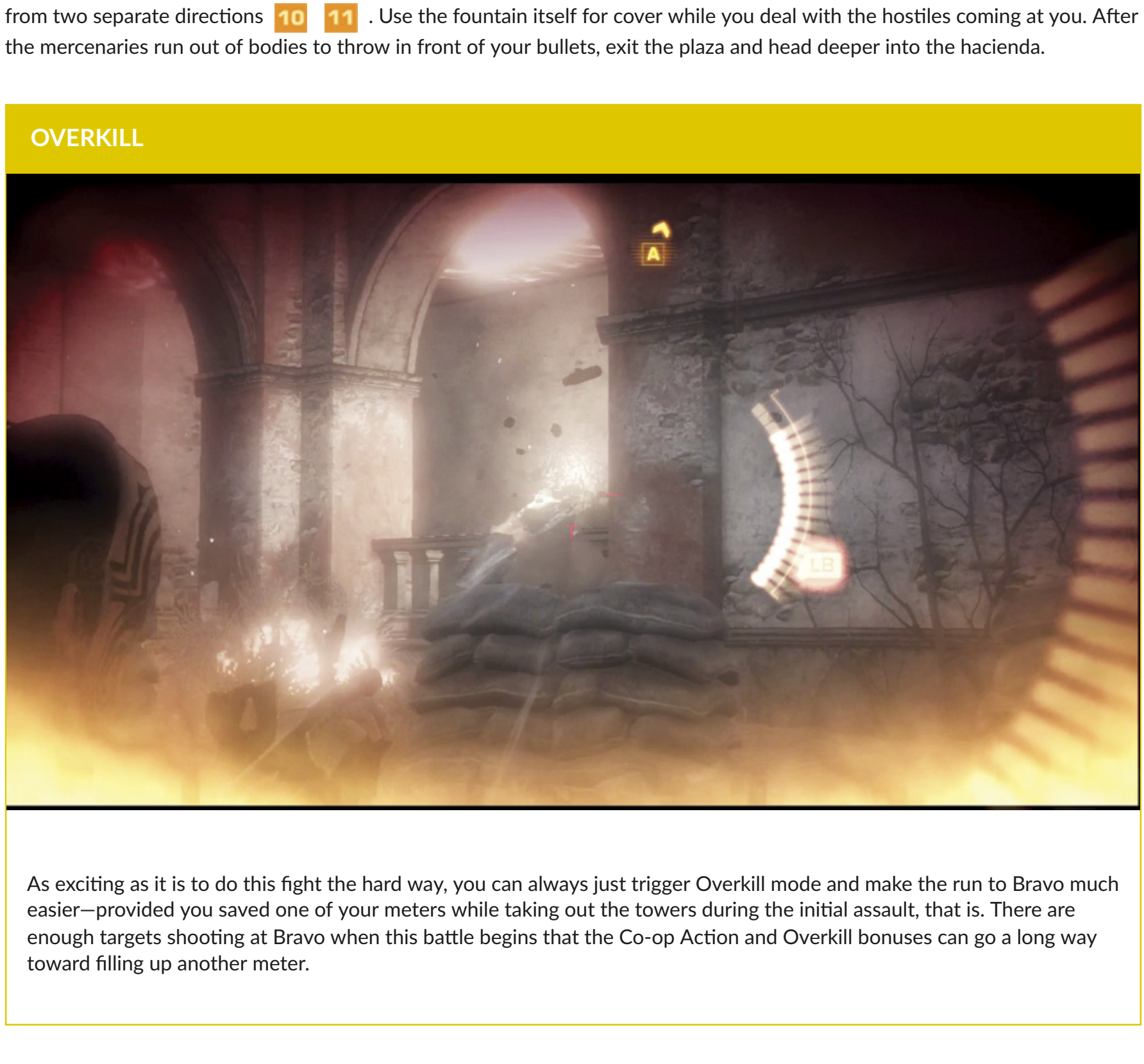
Alpha and Bravo try to go after her, but a cartel attack chopper blasts the pair with a missile, wounding Bravo and separating him from Alpha.

If you're playing as Alpha, you have fight your way across a balcony 7 to flank the troops that are closing in on Bravo 8 . Work fast! Bravo is bleeding out from his injury, and the cartel troops will go after him and speed up the process by adding more bullets to his body. Stabbers may try to slow you down, but don't let them waste your time and allow them to grapple you! Do not stop running until you manage to flank and kill the hostiles shooting at Bravo.

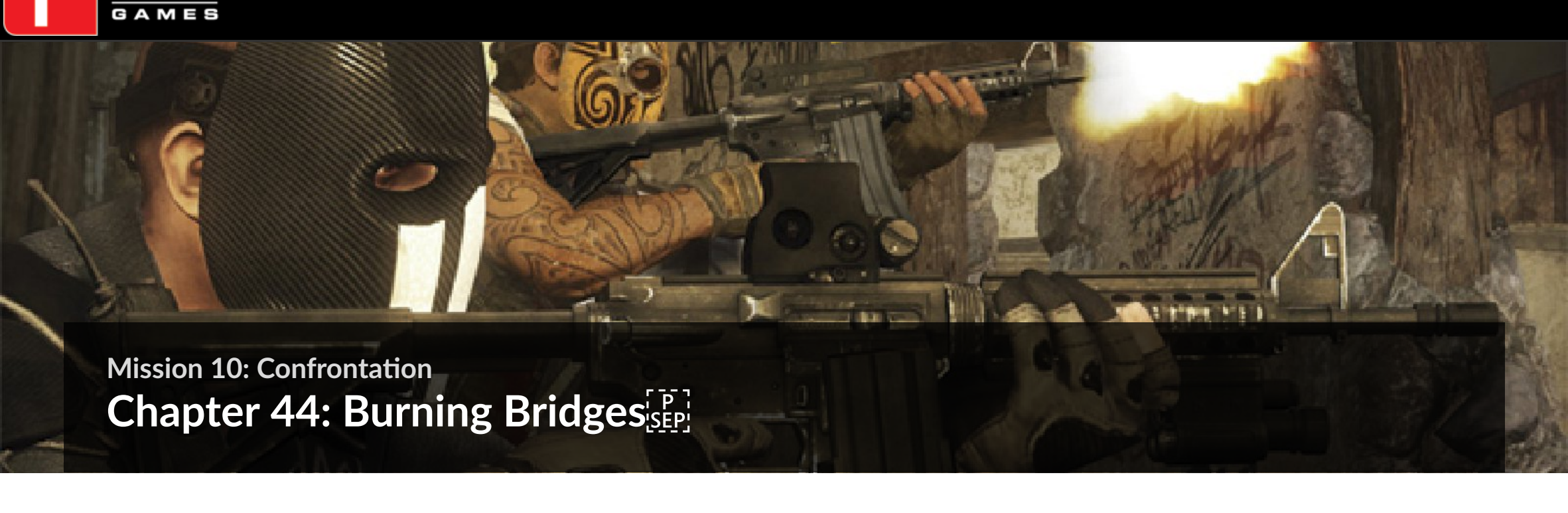
If you're playing as Bravo during a co-op game, do your partner a favor and drag yourself to the nearby empty fountain 9 for cover. Control yourself, and don't go too crazy with your pistol. If you get the full attention of the first group of hostiles shooting at you, you're probably a dead man.

Once Alpha gets Bravo back on his feet, you have to deal with multiple waves of mercenaries coming into the fountain plaza from two separate directions 10 11 . Use the fountain itself for cover while you deal with the hostiles coming at you. After the mercenaries run out of bodies to throw in front of your bullets, exit the plaza and head deeper into the hacienda.

OVERKILL



As exciting as it is to do this fight the hard way, you can always just trigger Overkill mode and make the run to Bravo much easier—provided you saved one of your meters while taking out the towers during the initial assault, that is. There are enough targets shooting at Bravo when this battle begins that the Co-op Action and Overkill bonuses can go a long way toward filling up another meter.



Mission 10: Confrontation

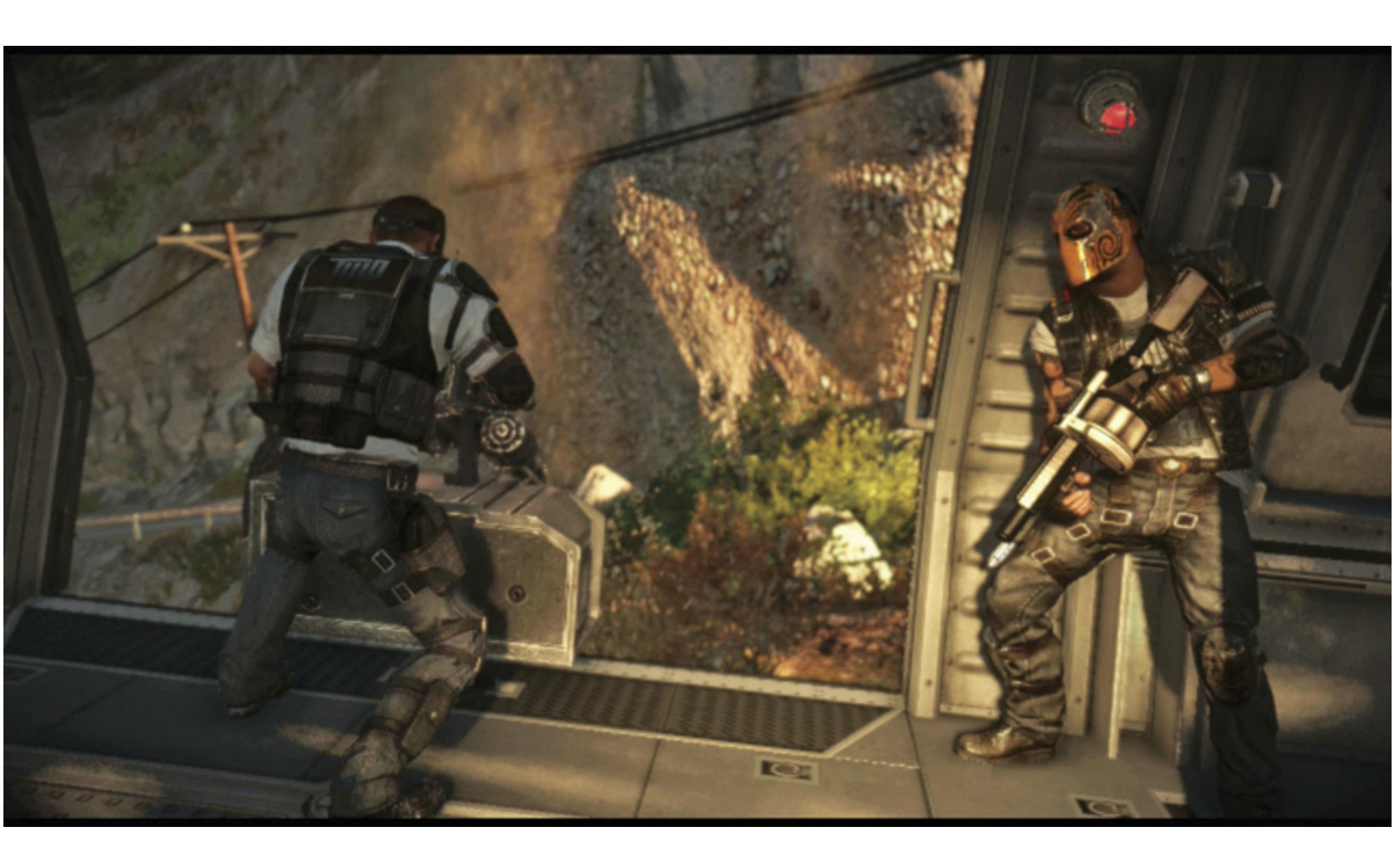
Chapter 44: Burning Bridges

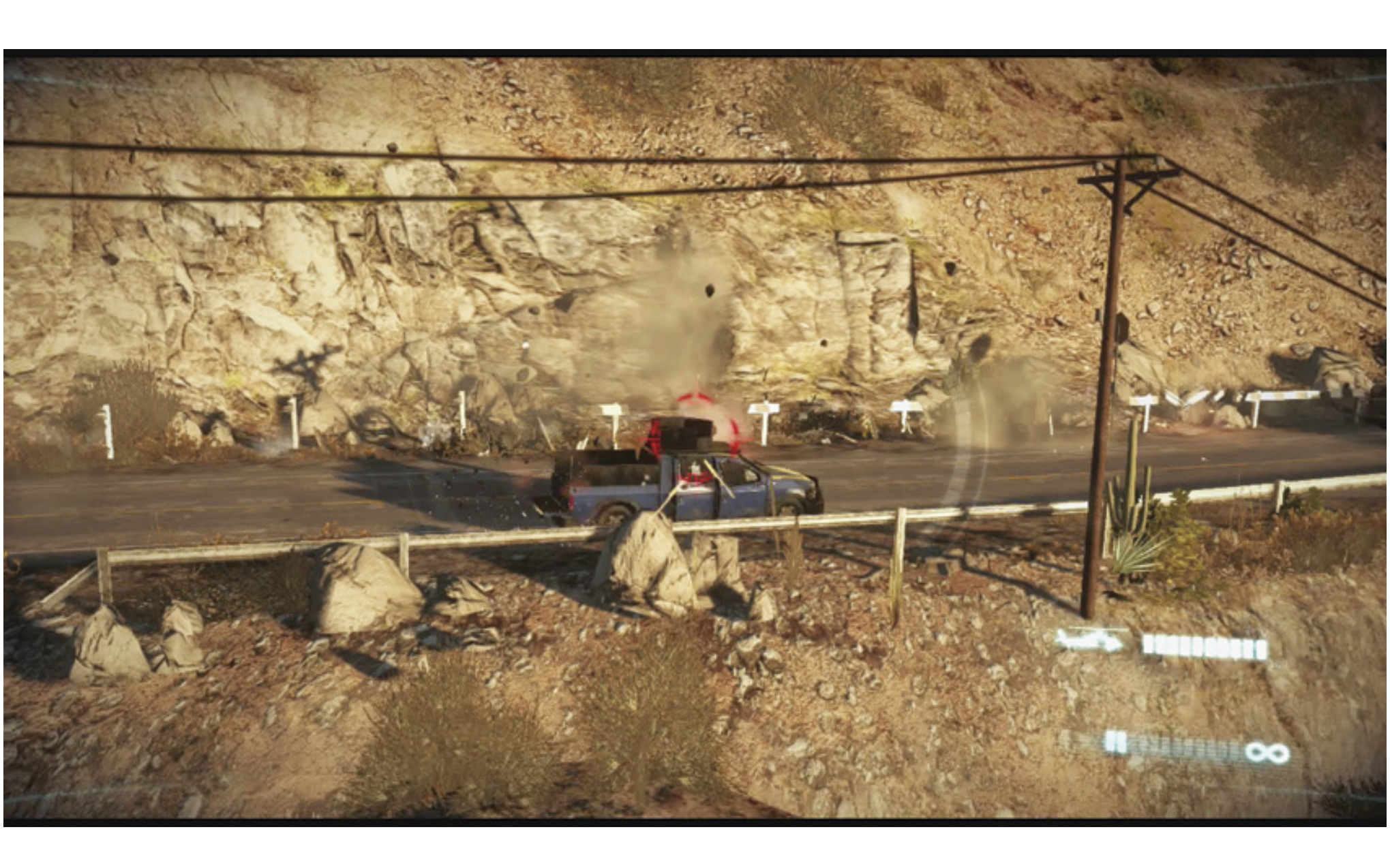
The assault on the La Guadaña hacienda was a failure. T.W.O. has suffered more casualties, the Mexican police unit sent to assist was nearly wiped out, Fiona was captured, and Bautista and Salem are still alive and at large.

It's come down to this one last Hail Mary. Delivered by Rios in one of the few T.W.O. choppers left in the company arsenal, Alpha and Bravo hope to cut off Bautista's convoy before it reaches his compound, kill both Bautista and Salem, get Fiona, and find a vacation spot with one-hundred percent less shooting.

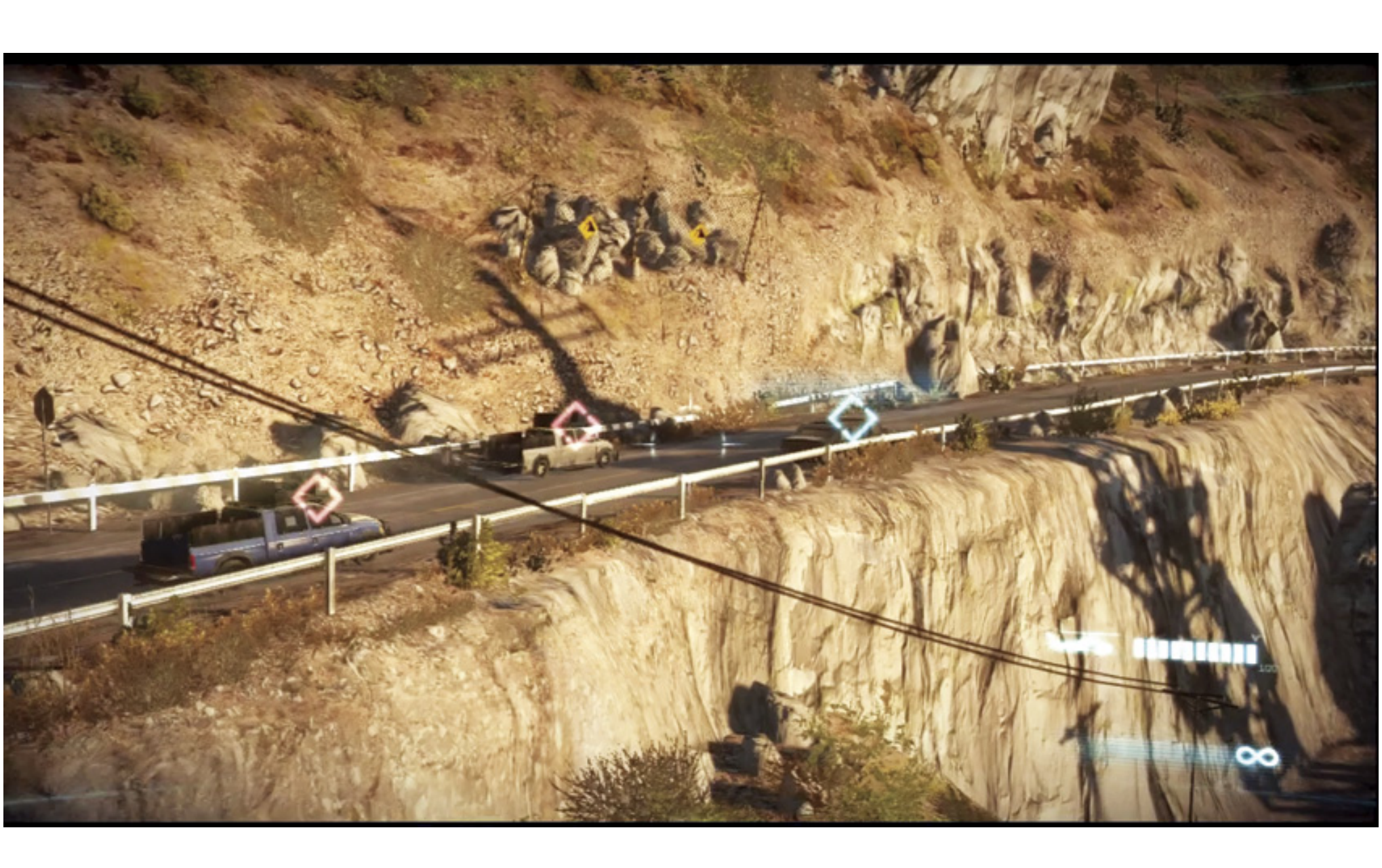
Chapter 44: Burning Bridges

Surviving Rios' evasive flying, Alpha and Bravo prepare to strike back at the convoy using a gatling gun and a grenade launcher, respectively. There are a few rules to follow here:

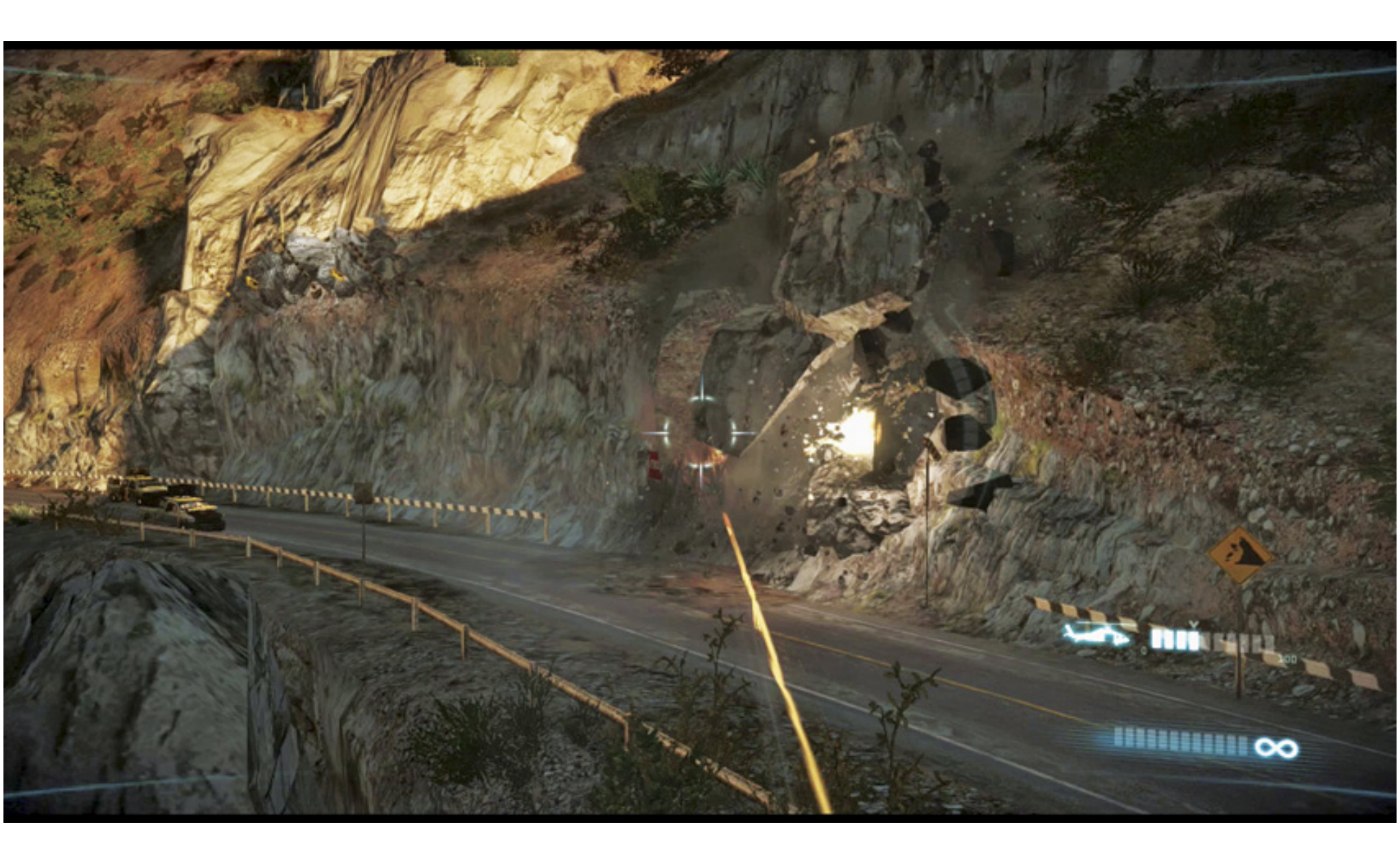




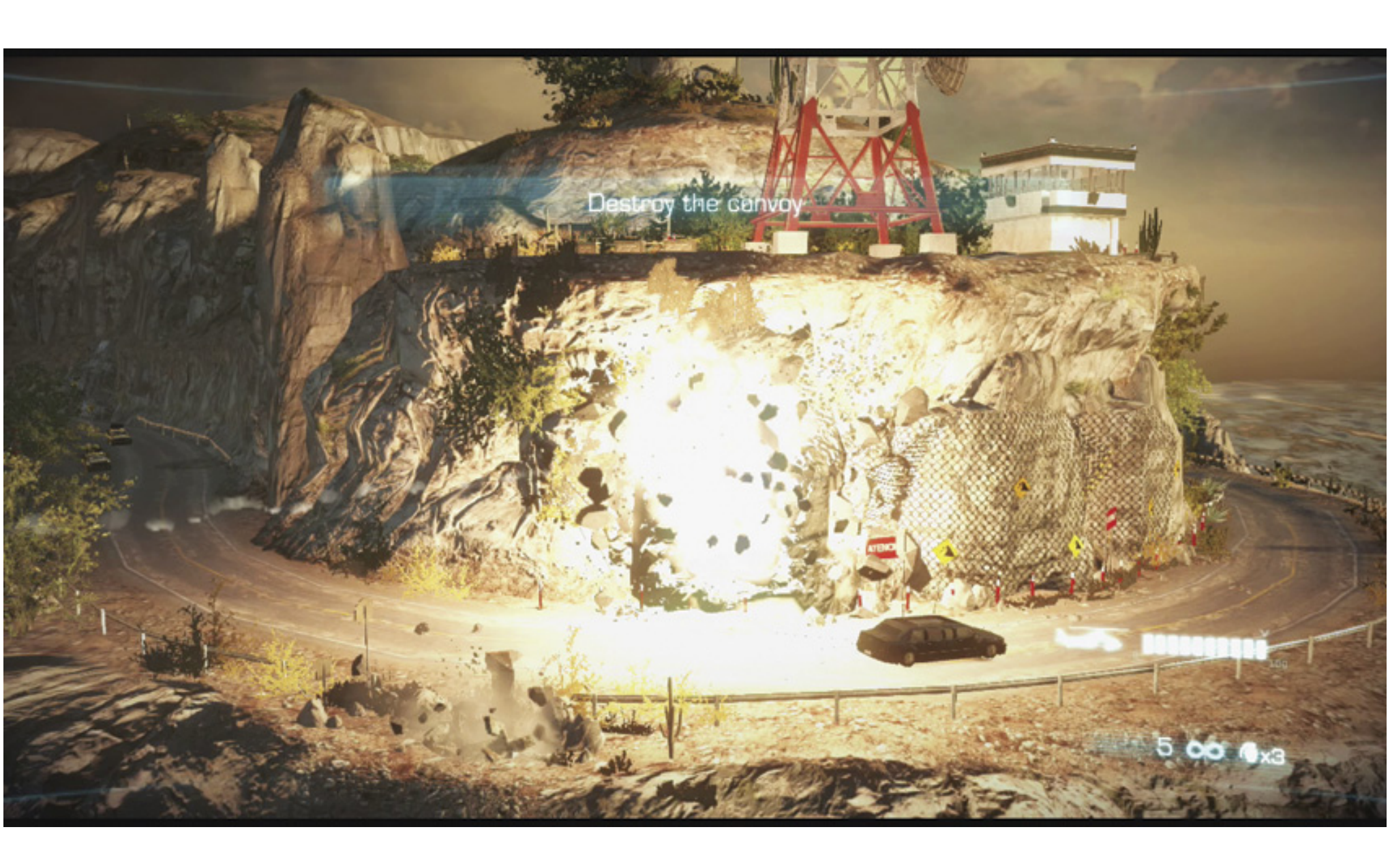
Destroy all cartel vehicles on the road. Vehicles mounted with MMGs are your top priority.



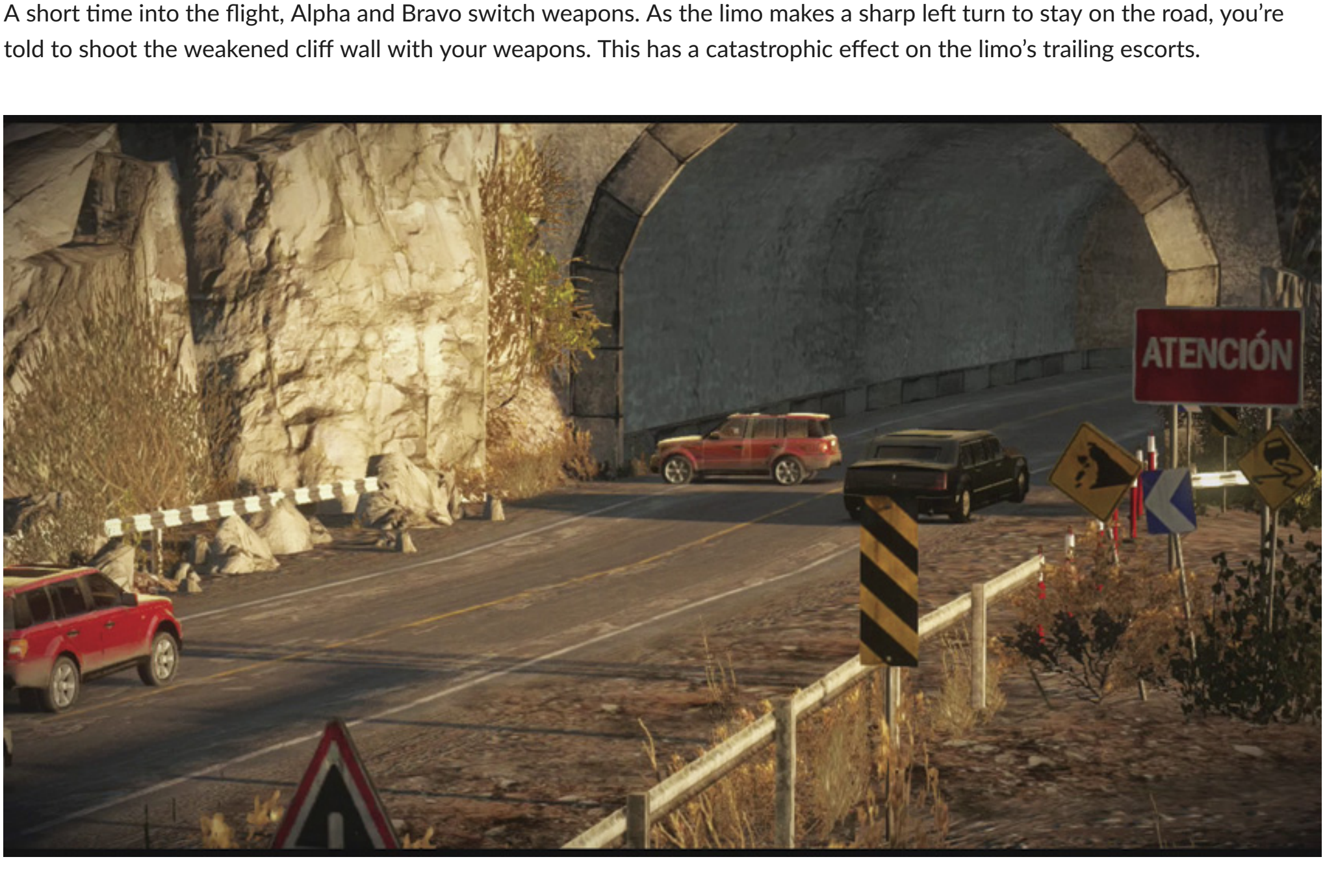
Do not, under any circumstances, shoot at the limo Fiona is being held in (marked by a blue indicator on your HUD).

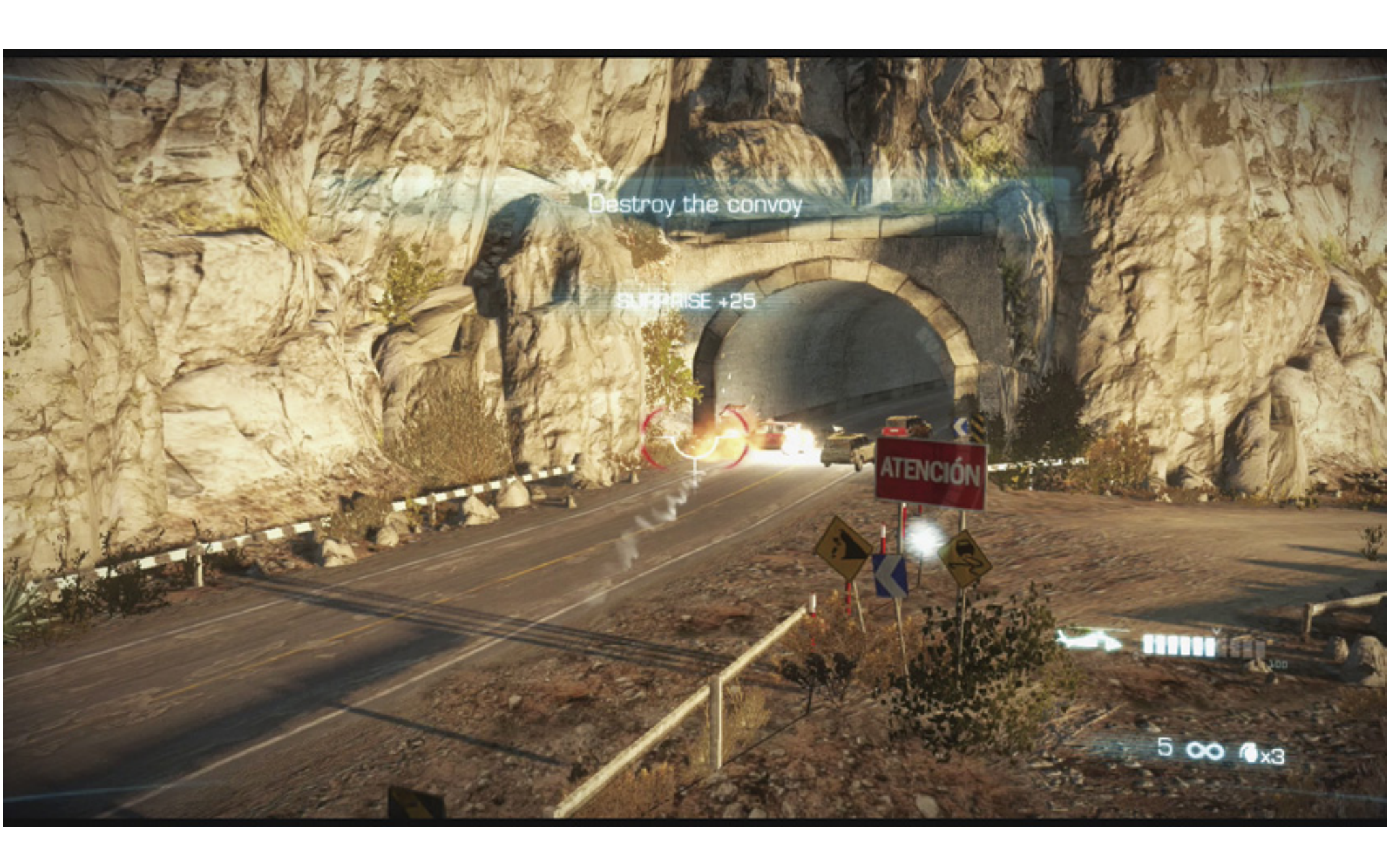


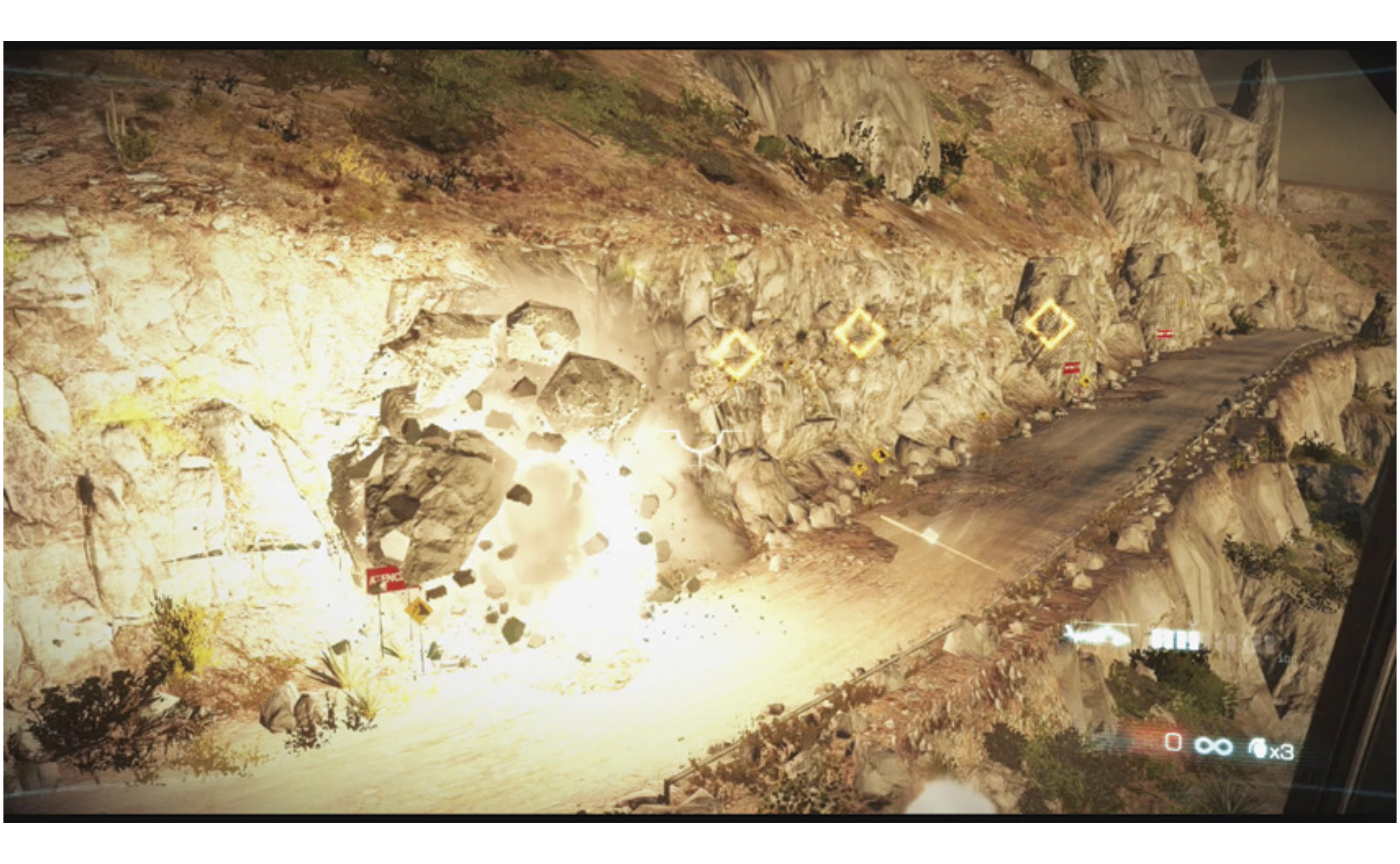
Shoot pieces of terrain when they are marked on your HUD to collapse parts of cliffs down onto the road. Some of these destructible areas don't get HUD markers, but you can tell which parts of the cliffs are vulnerable by looking for yellow warning signs posted on the weakened portions of the cliffs.



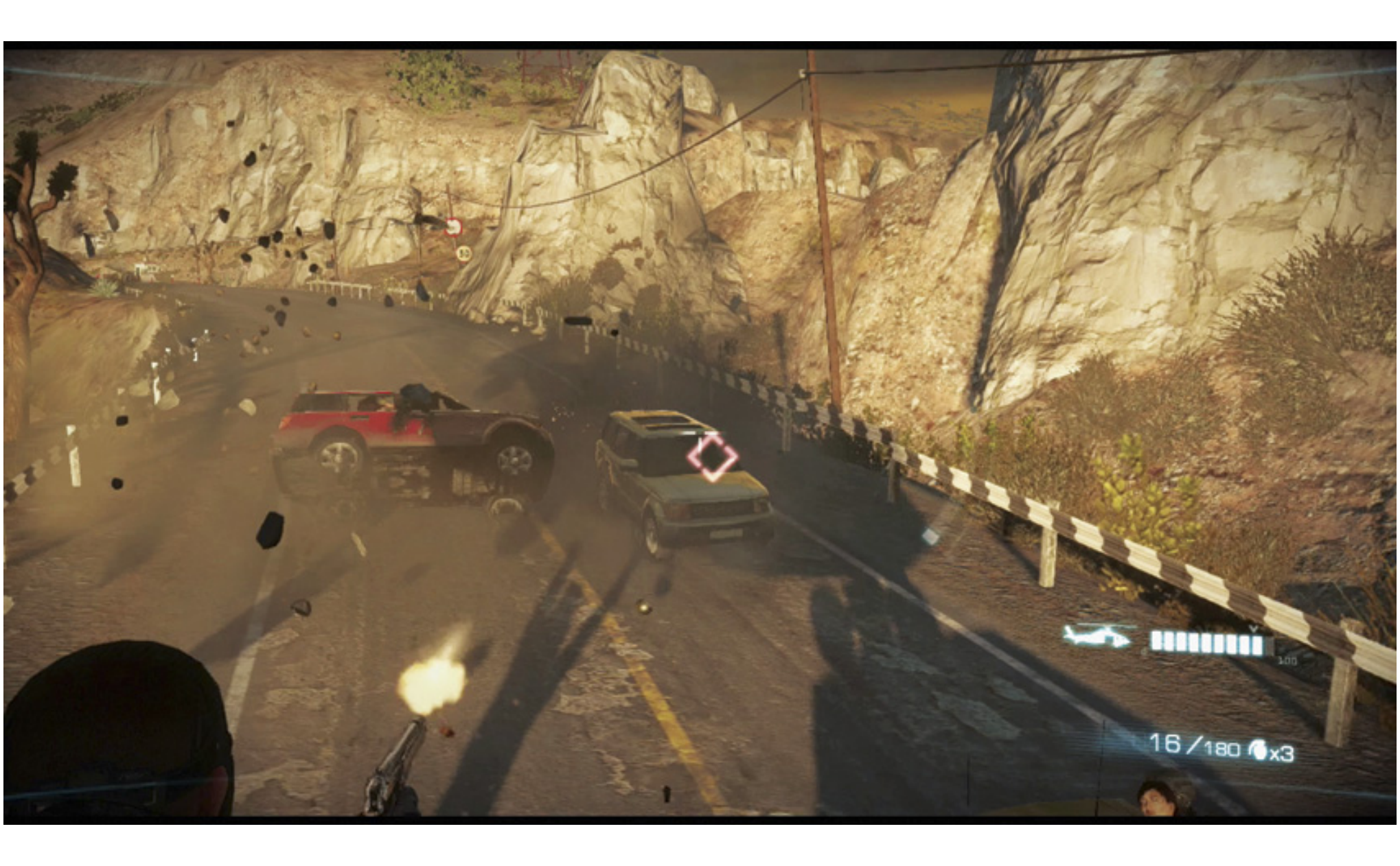
A short time into the flight, Alpha and Bravo switch weapons. As the limo makes a sharp left turn to stay on the road, you're told to shoot the weakened cliff wall with your weapons. This has a catastrophic effect on the limo's trailing escorts.



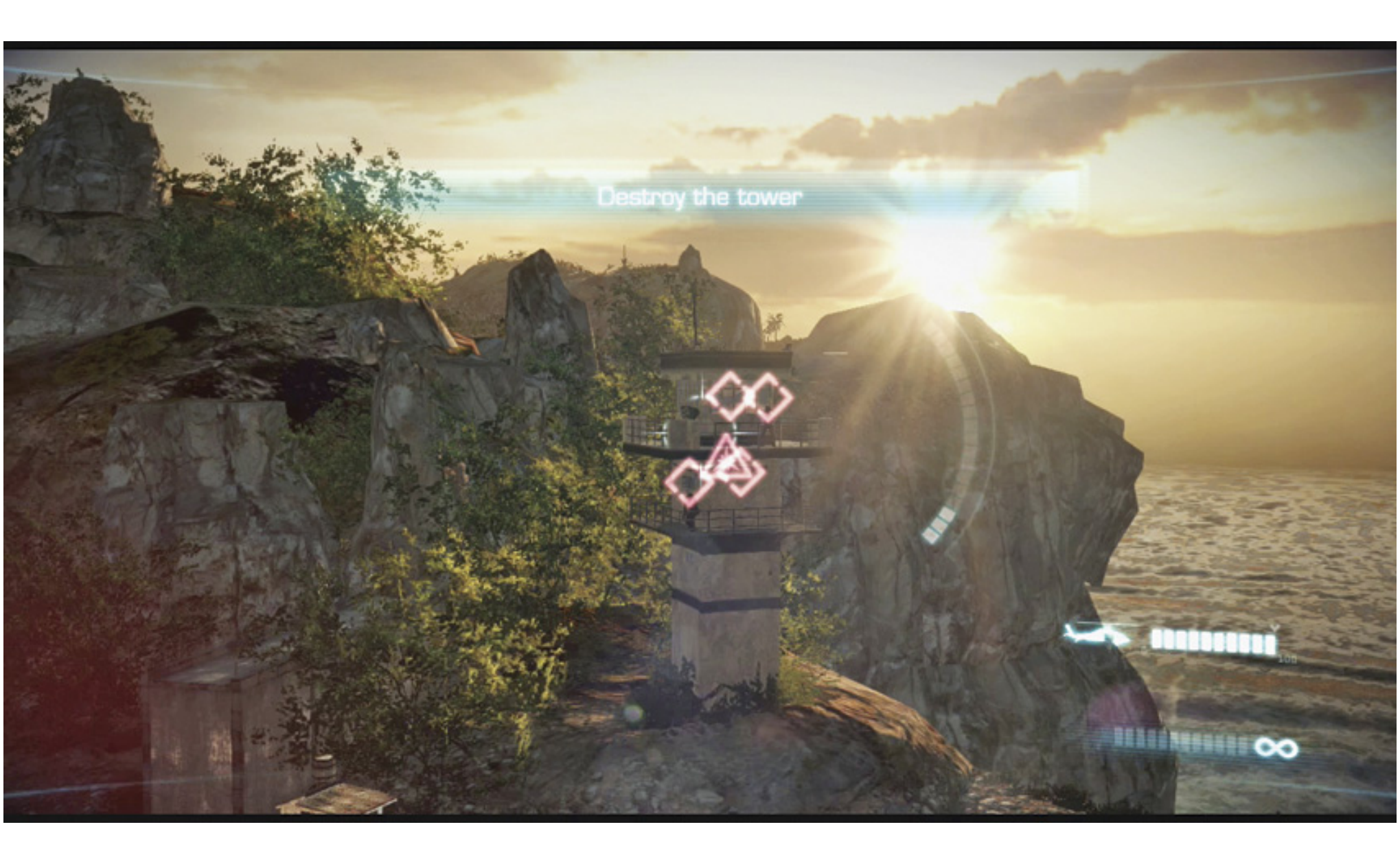


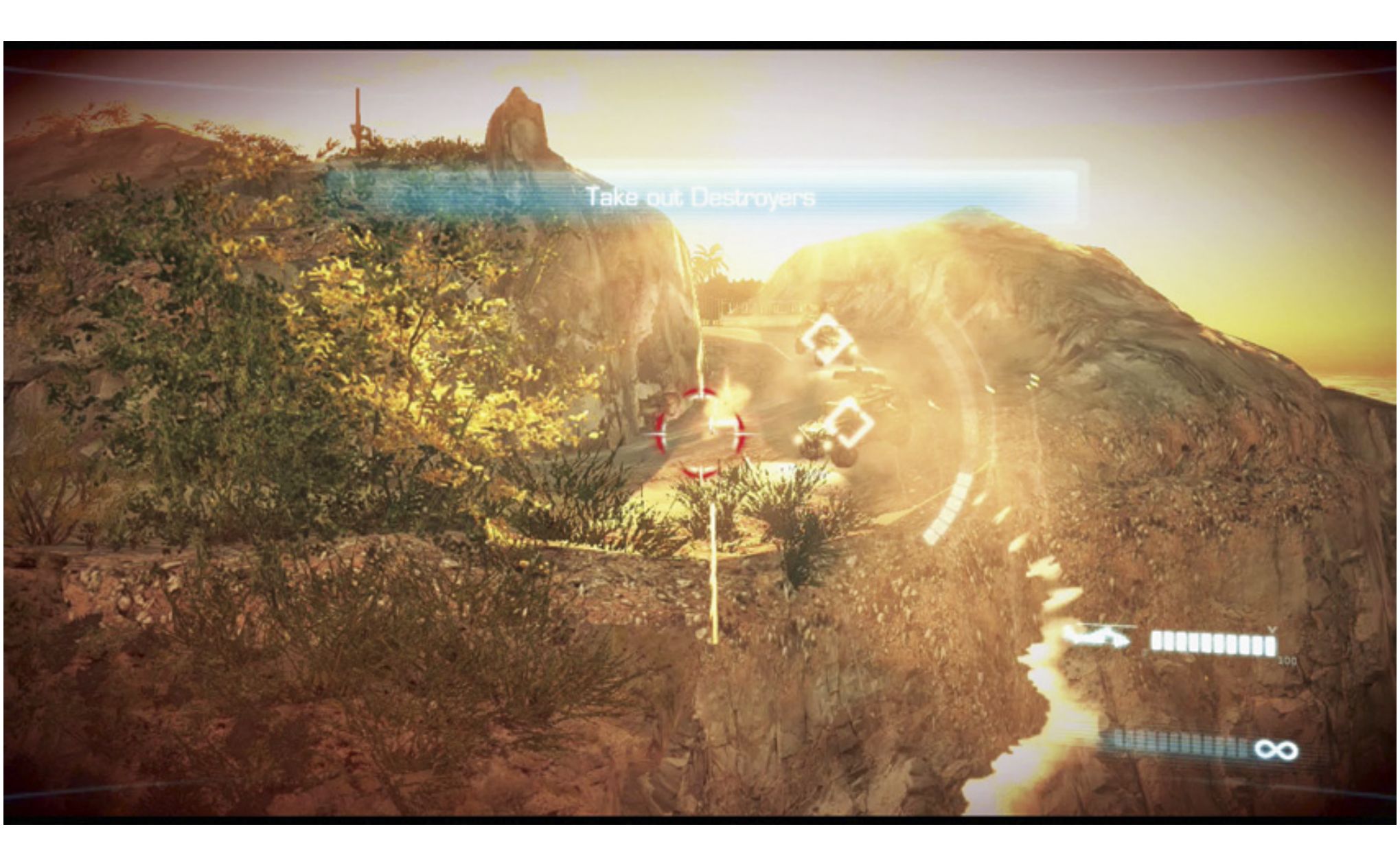


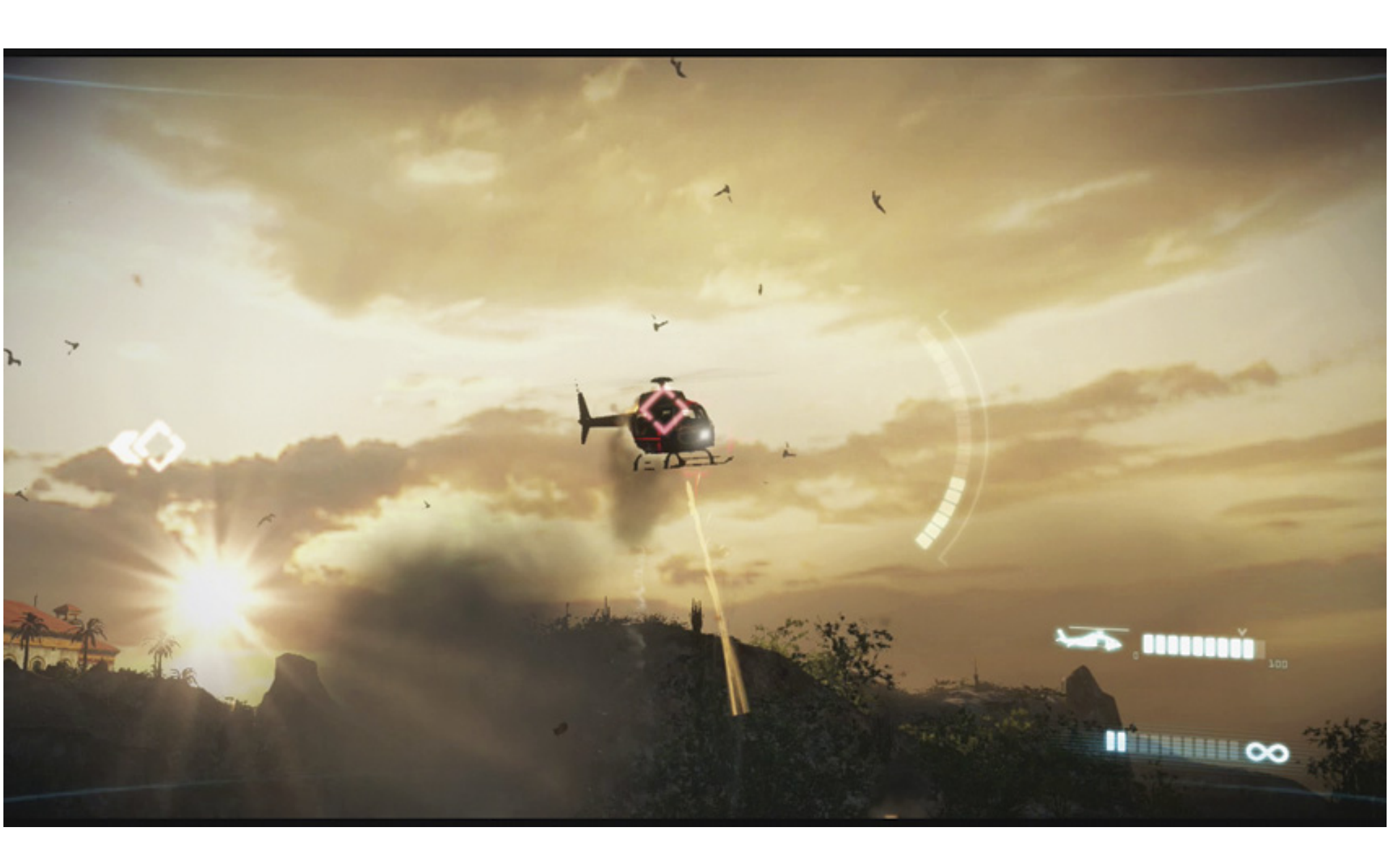
Shortly after blasting the cliff, the limo races into a tunnel guarded by RPG shooters. You need to seal the tunnel by killing the guards, triggering a massive explosion that collapses the tunnel and forces the trailing escort to stay on the main road and remain vulnerable to your weapons. You can also continue collapsing portions of the cliffs onto the road to further deter the escorts.



The dramatic chase continues with Rios trying to bring the chopper in close enough for Alpha to pull Fiona out of the limo. This starts a sequence where Alpha and Bravo have to shoot the drivers of the escort cars, as well as the guard Fiona is struggling with. However, despite your best efforts, Fiona is dragged back inside the limo. Rios is forced to pull away as anti-aircraft weapons open fire on the chopper.

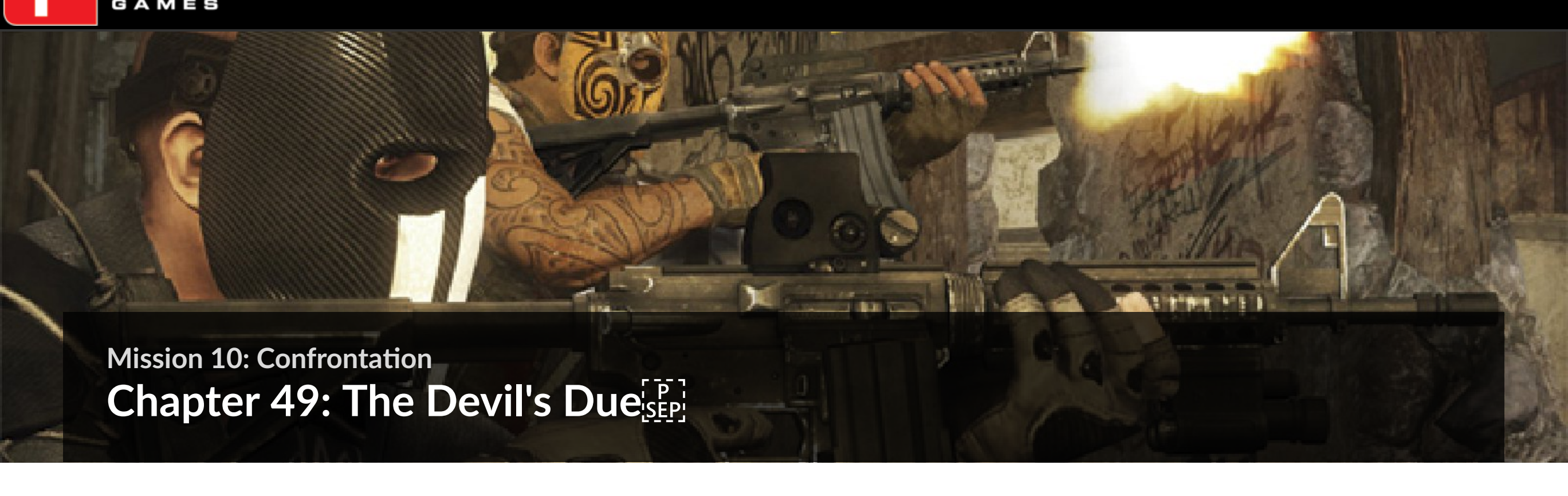






Alpha takes the mini-gun once more, while Bravo retrieves the grenade launcher. Rios flies around a set of three guard towers, and you need to annihilate them. Next, a pair of cartel destroyers start firing missiles at the chopper from a road near the towers. Destroying the destroyers summons a trio of cartel attack choppers in a final attempt to knock you out of the sky.

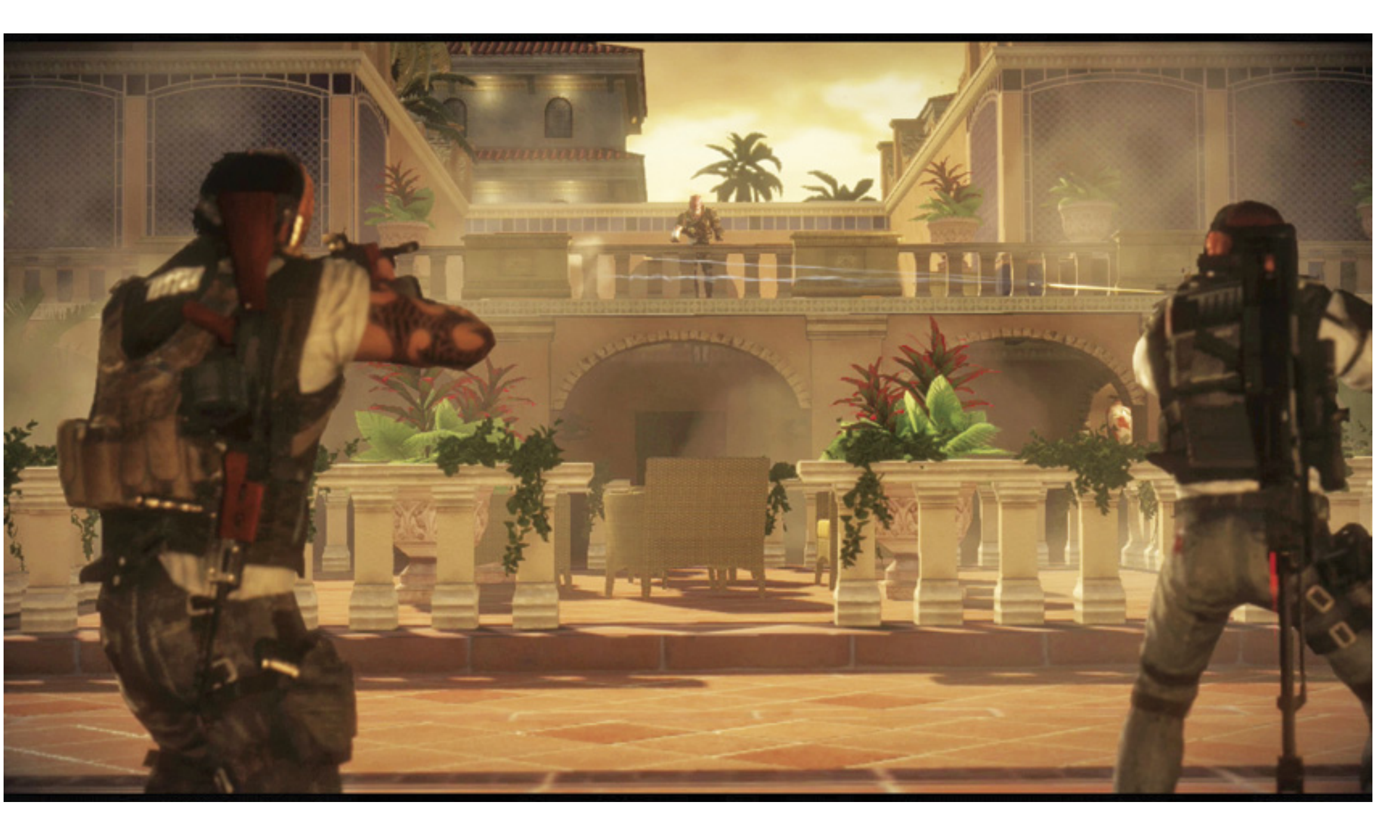
Unfortunately, you can clear the skies and ground of all hostiles, but a cartel merc manages to score a lucky RPG shot and knocks the T.W.O. chopper out of the sky. Alpha and Bravo manage to escape at the last moment, but as of now it looks like this will be a one-way trip.



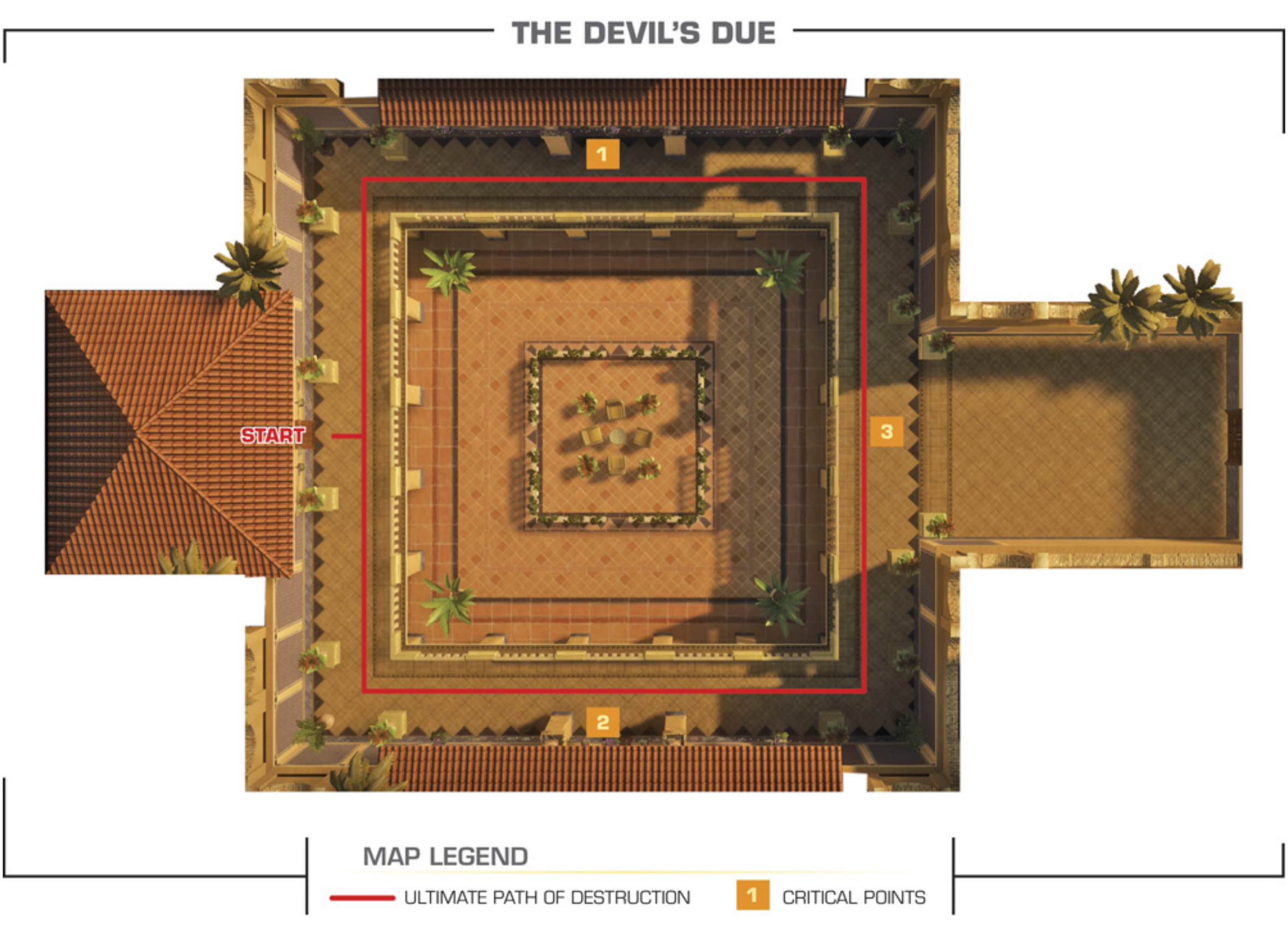
Mission 10: Confrontation

Chapter 49: The Devil's Due

Chapter 49: The Devil's Due



THE DEVIL'S DUE



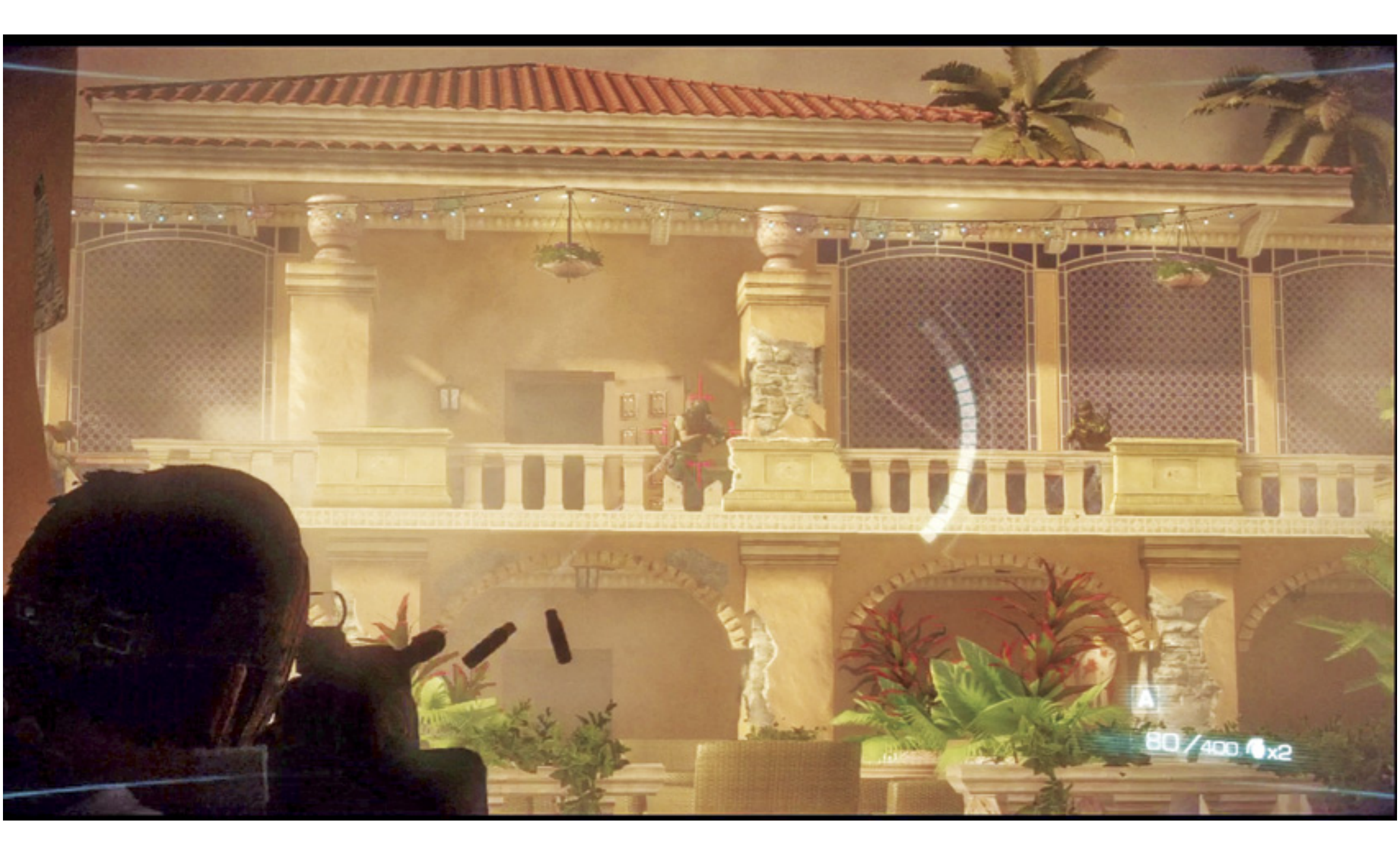
This is it. It's Alpha and Bravo against Salem and the remnants of his elite guards. If Salem wasn't totally crazy, he'd have taken the first opportunity to bug out and never show his face again, but at the end of the day this is his personal vendetta against the people who he feels left him to die. He's more than happy to stick around and kill you.

Caution

It can't be the final battle without posing a serious challenge. Should Alpha or Bravo die at any point during this encounter, you will have to start it again from the beginning.

Suggested Armament

The AMR-50 reigns supreme when it comes to killing elites, and you'll have to do a lot of that before you can get your hands on Salem. Take an LMG or a solid assault rifle like the BR-19 for backup. This is a battle about efficiency.



You start this fight next to some support pillars on the lower level of the plaza. Elites begin arriving through a set of doors on the upper level walkways directly above you 1 2. Salem is also on the upper level, directly across from your position 3, and he will constantly harrass you with gunfire. Don't waste time shooting at him; you can't kill him just yet. At most, pop off a few rounds to get him to back off. Your first objective here is to eliminate the elites, but from where you start you don't have great angles on them, and you don't have a way to get to the upper level. There are a couple of different methods you can use to handle this situation.

One way to deal with the elites is to post yourself underneath the points they arrive from and shoot at the ones on the other side of the plaza. This makes you vulnerable to elites dropping down near your position, and it does expose you to occasional fire from Salem if you stick to the pillars for cover. This method works much better in co-op games when you can better communicate with your partner about elites dropping down next to them.

The other relatively safe spot is underneath Salem. This gives you poor angles on the elites who remain on the balcony,. but you'll be able to catch them when they inevitably drop down to engage you. Better yet, Salem can't shoot at you from his position.

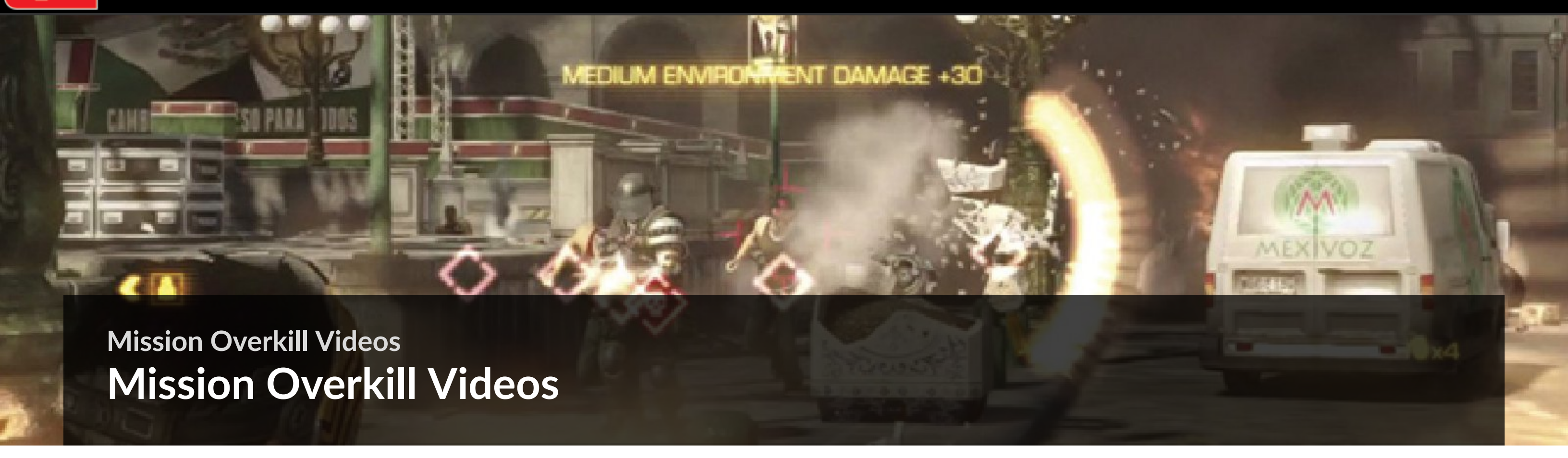
As you're cutting through the upper level elites, eventually three Brutes will enter the area from doors on the lower level: one under each of the entrances the balcony elites are using, and the third from the center of the wall on Salem's side of the plaza. The last Brute is the real threat, as he is armed with a grenade launcher. Take them out, and then finish off any elite stragglers.

At first, it seems like Salem has abandoned the fight, but he soon crashes into the arena inside a custom cartel destroyer. This marks the start of this battle's second phase. You need to disable the destroyer before you can finally take out Salem, and to do that you need to blast the hell out of the vehicle using Overkill. Double Overkill works faster, as you might expect. If you don't have Overkills available as soon as the vehicle comes out to play, you can build up your Overkill meters just by shooting at the Destroyer.

Salem doesn't make it easy on you. He drives around the courtyard like a madman while the MMG on the Destroyer constantly tries to take you down. Use the pillars for cover, but don't stick close to them. Salem will ram into pillars with the destroyer, knocking over Alpha and Bravo if they are too close to the pillar being rammed.

Eventually, the Destroyer finally takes more punishment than it can bear, and it stops moving. If you're playing alone, you have to rely on Bravo to hold aggro on the MMG while you run up to the destroyer and plant C4 on it. In co-op games, either player can do this. Once the C4 is planted, you have to survive another ten seconds while the C4 counts down to detonation. With one last explosion, Salem's days as a cartel lieutenant are over, and you can watch the conclusion to Army of Two: The Devil's Cartel!

Alpha and Bravo can finally get that R&R they've been wanting, but their days as mercenaries are far from finished. Make sure you keep paying attention once the credits have rolled, as there might be a little surprise for you at the end.



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